Bootcamp

Before You Begin

Motivation

Open your laptop and hire mercenaries!
Check E-Mails and Quest Notes for more detailed information about your mission.
A.I.M.

Enrico Chivaldori has been betrayed by his wife, Deidranna. She has murdered his father and is now the queen of Arulco. Enrico went into hiding and was believed dead by most people. He was biding his time, but he must act now to take back his beloved country. The queen has gone mad and is viciously oppressing her people.

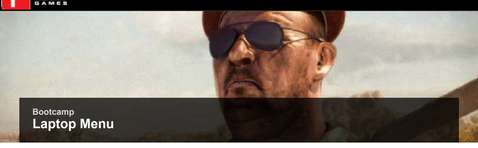
Time is running out and now is the only opportunity to stop her before she destroys the resistance and gets an iron grasp over the country. You must hire mercenaries with the little funds Enrico has provided and enlist the help of the rebels to overthrow the tyrant.

Game Settings

Play through the tutorial to get familiar with the movement and control of the mercs. It is very detailed and will allow you to experience all the major functions of the game. Once you have the basic skills to operate a squad, you should be ready to get into the action.

However, before you jump into combat check out the gameplay options settings. If you are not familiar with turn-based pause and planning versus real-time strategy games, you should look over the list of auto pause events. You can manually auto pause the game anytime by pressing the space bar, but it is very easy to forget to do so in the heat of combat.

Pressing the space bar takes you out of Real Time Mode and places you into Command Mode, where the action is paused. Command Mode allows you the time to think and react, which is critical in a chaotic combat situation. Select any events from the list that you believe you may overlook during battle. More experienced players will want to control everything themselves, and as you progress in the game you can come back and turn off the auto pause events.



Bootcamp
Laptop Menu

The laptop menu is the overall menu system for the game. This is where you will hire mercenaries, buy items, check on your status in the game, and monitor your finances.

This menu is available anytime during the game and should be checked often to view your status and see what resources might be available.

Email

Email messages serve as reminders and updates. They are not essential to the game's completion, but you will get updates from Enrico and other story elements.

One of the main purposes is the notifications you will receive from the online store Bobby Ray's. If you order anything online, you will be notified in email when it is ready. Also, Bobby Ray's will solicit you when they acquire new items.

Recruiting: Hire Mercenaries

This will connect you to the Association of International Mercenaries (A.I.M.) database. It has some detailed info on the company, but more importantly it is the interface you will use to scout and hire mercs.

There are 40 mercs on file, and when you are ready to hire them the system will contact them via a video phone. Check the mercenary section for complete details on each of the potential guns for hire.

Online Store: Bobby Ray's Guns and Things

The online store is a great resource for any aspiring merc. Thanks to modern times, the selection of items at Bobby Ray's can't be beat. Unfortunately, just like the real world, there are some drawbacks to buying online. Shipping items into a warzone is not easy, and you must pay to have the items delivered.

Also, Bobby Ray's doesn't air drop the gear you buy, so you must trek to an airport to receive your shipment. Lastly, it does take some time to smuggle the goods into Arulco, so don't expect to take immediate delivery of your online order.

Still, with all the downsides to ordering online, Bobby Ray's has the best and most complete selection you will find. Just make sure you buy enough that it is worth the trip and time to pick it up.

Quest Notes

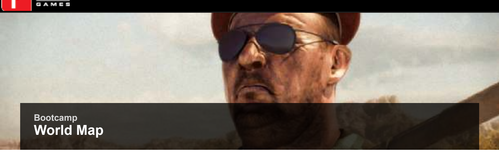
All your quests and your current progress are sorted under this tab. A quest can be open, solved, completed, or failed. All the quests are updated dynamically as you complete each step, and a notification will briefly appear in the upper right hand corner.

If you are ever unclear about what you are supposed to do, come back to this area and read what the next step is for that quest.

Financial

Running a successful war campaign is costly and complicated. Every transaction is recorded under this tab using Bookkeeper Plus. The system displays day and time of each transaction, as well as credits, debits, and ongoing balance.

It gives a great transaction history of your finances, including when you trade with someone, buy something, and even when you loot an area.



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World Map

The World Map is the entry point for each of the cities and locations in the game. It serves as an overview of all Arulco. Initially, it is covered in a fog of war. As you take over areas and move your squad around the map, the fog of war is lifted to reveal nearby locations.

Using this map, you can click a location to find out more information about what enemies are stationed there and what bonus the area could provide. This is important info you can use to decide if it is worth going to that location and the type of resistance you will encounter.

Also, a simple scan of the World Map with the mouse will reveal the type of terrain you will encounter, which helps you plan what type of camouflage you might need.

Movement

Your squads are represented as a green pentagon on the map, which will be initially filled with red locations. You can safely click on any location to get more info about it without sending your squad there.

You must right-click on your squad and then click somewhere on the map to give them marching orders. Also, you don't have command them to just go from enemy area to area.

They can be commanded to move anywhere on the map to remove the fog of war and expose part of the map.

There are two additional settings on the top of the map that can control the actual path you take, such as direct path or simply the fastest route available.

Also, a tactical advantage to controlling where you move on the map is that you can decide where to enter the combat zone. There is a transparent red box around each location you can enter.

The direction you chose to approach will determine where your squad appears in the tactical view when they enter that spot.

You can use this to your advantage by leaving an area and approaching from a different position to move your squad quickly across the map and hopefully into a better starting spot.

The one important aspect about moving on the World Map is that is consumes stamina. This effect is carried over if you decide to attack an enemy location. It will permanently (while you are in that area) reduce your energy as indicated by a black bar representing your energy limit.

Your energy will not completely fill your bar and will be capped where the black line is. The only way to remove this stigma is to return to the World Map and rest.

Low energy in combat can cripple your squad, so make sure to rest after you've covered a large distance on the World Map.

Control Time Flow

During combat in the tactical view, time does not tick away. The only passage of time occurs when you are on the World Map. Moving on the World Map can be a slow process because of its substantial size but you can use the arrow controls at the top of the screen to pause and speed up the flow of time by 24 times.

Changing the rate at which time passes is very useful when trekking a long distance on the World Map. It also can be used to pass time quickly as you circle an area to plan an assault for night ops.

Squad Management

Each squad is represented by the green pentagon on the map. The upper right-hand corner displays how many mercs are in that group.

When you select a squad, you will see the stats for the entire group including speed, camouflage, terrain, location, and occupation.

Also, this view will reveal all the soldiers in the squad, providing a quick view of their health and stamina. This view will allow you to examine all of the mercs gear and stats.

The other functions that are accessible when you select a squad are split and merge groups. To separate a merc from the current group, select the one you want to go and click the leave squad button.

This will create a new squad in the same location with that merc as the sole member. Merging a squad is a simple task of selecting one group and telling it to move to another squad. The maximum size of a squad is six mercs.

Speaking of squads, yours are not the only ones that can appear on the World Map. Deidranna will try to take back any areas you have conquered.

She will send squads of her own, represented by a red pentagon, and will usually attack the closest and weakest area next to her occupied territories.

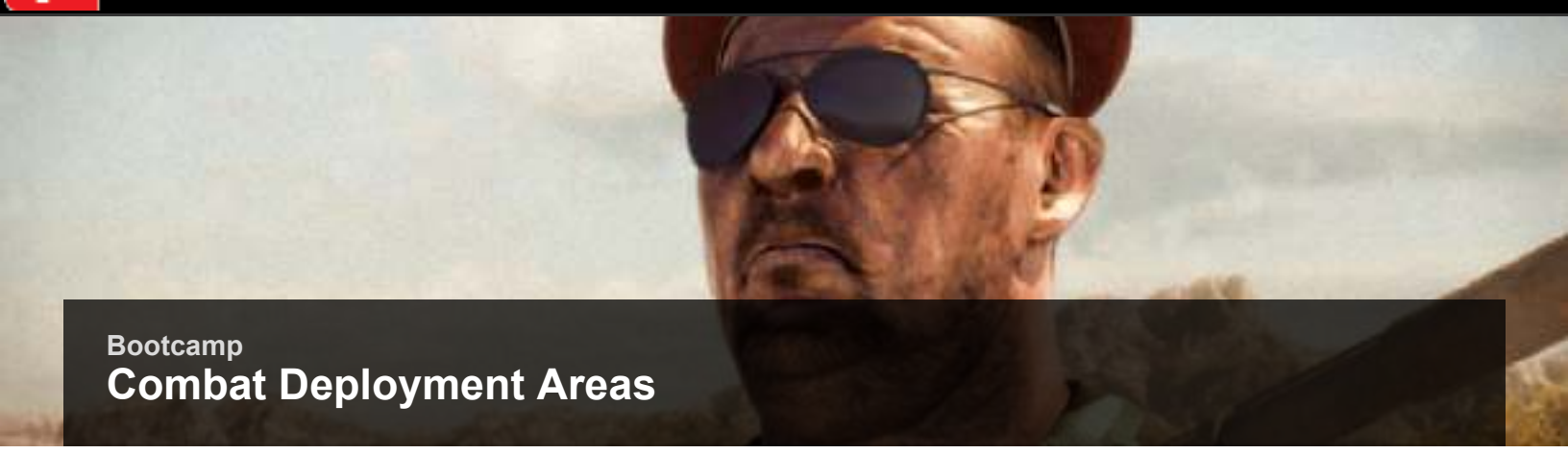
You can engage these foes directly on the World Map by directing your squad to move to their location.

Locations

Each of the red area on the map represents a location controlled by Diedranna's forces. Clicking on these locations will give you a brief description of what you can gain by controlling the area, the number and levels of enemies, and their loyalty to the queen.

Once you have entered the combat zone and overtake the strategic targets, the icon on the World Map will turn green. The stats will change to represent their loyalty to your rebellion, along with the number of local militia ready to join your cause.

An additional stat will be displayed that shows the daily income from that location. Many locations have tactical advantages, such as revealing areas of the map, generating a large sum of income, or increasing the money or loyalty from surrounding areas that you have conquered.



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Combat Deployment Areas

Mercs and Mini Map

This is place where all the action takes place. Unlike the World Map, which is primarily used for moving, when you enter a combat zone you better be prepared for war.

All your mercs are shown on the left side, with vertical bars representing their stats and the weapon and ammo they are using. Below the mercs is a mini map that gives a larger view of the area than you can currently see onscreen.

This small map gives a good indication of enemy density, and it can reveal the strategic targets, shown as flags, that you must liberate.

It’s important to remember that the goal in each of these combat locations is to take over the strategic targets, not eliminate every enemy. For the most part, it will be worth wiping out the opposition to allow your squad to loot the area of its precious items.

Also, it is very important to explore every inch of the combat area because there are often buildings and other spots that might not be part of the named area you entered. In fact, many locations that you enter can even have two areas on the same map, such as San Mona and Kingpin Mansion, if they are in close proximity. Be diligent when you enter each area and be sure to scan the entire deployment area to check for extra sites to explore.

Stance and Other Options

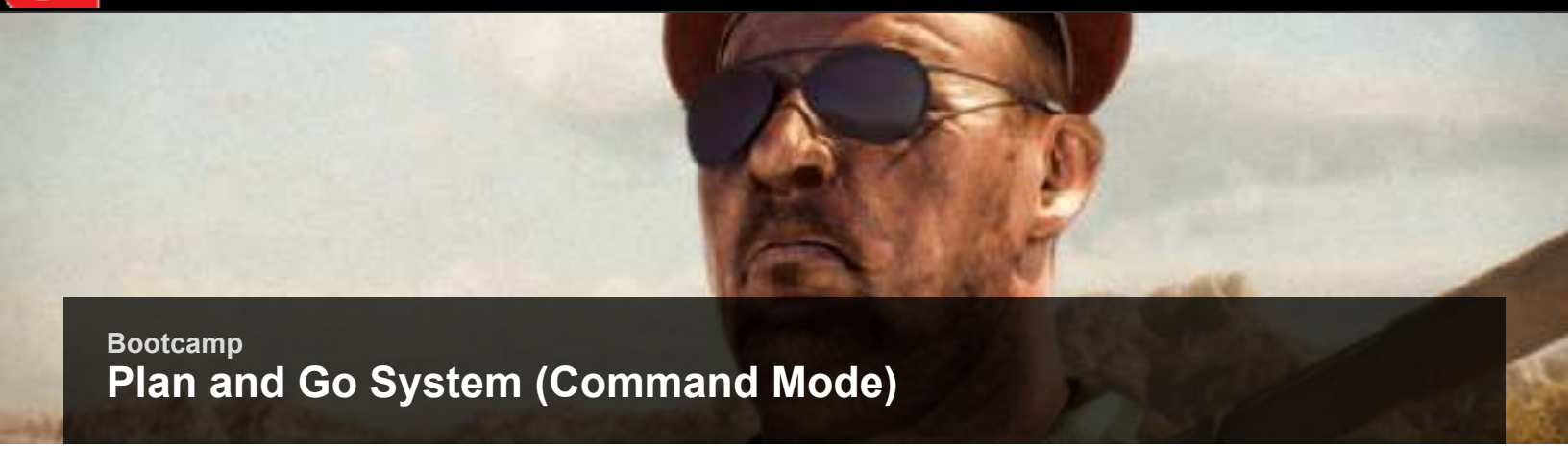
On the opposite side are all the command functions that allow you to choose stances, enable Guard Mode, and exchange items. Exchanging items simply needs two mercs to be physically next to each other. Guard Mode and combat stance are covered in the tactics section.

There are a few other features on the top right side that allow you to toggle the visibility of roofs to select the view that works best in each situation.

Also, there is the important button that sends you to the World Map. There is some tactical use of the World Map because you can leave the area and approach the combat zone from a different spot to quickly jump across the deployment map.

Note that you must not be engaged in any type of combat to exit to the World Map. Also, it is important to remember that exiting to the World Map will restore your mercs.

This can be a life saver if you are low on health and without a medic. Lastly, and probably the most important use of toggling between the two maps, is that the enemies' positions will shuffle to some extent each time you enter the combat area. If you find the current set up difficult to tackle, simply exit the location and jump back in to see if there is a better opening.



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Plan and Go System (Command Mode)

The game runs in real time, but you can switch from Real Time Mode to Command Mode at any time. Playing the game in real time is fast and furious, but the action can be become too intense very quickly.

To pause the action and plan your course of attack, you can press the spacebar to enter Command Mode. While in Command Mode, you can stop the flow of time and freely scan the entire map.

While in this mode, you will be able to see red vision cones that represent the viewing area of an enemy. Obviously it is important to avoid entering their field of vision if you don't want to be detected.

Likewise, if you have mercs in Guard Mode, you can check their green field of vision to make sure they are facing and covering the right spots on the battlefield.

In Command Mode, you can only issue directives to each merc individually; there is no way to select or control multiple members of a squad.

Action Timeline

When you enter Command Mode, not only do you get to pause the action but you also gain access to the action timeline on the bottom of the screen. Any commands that you have issued and your mercs are carrying out will be displayed on the action timeline.

If you issue additional commands while in Command Mode, they will be added to the end of the queue and executed last. You can issue up to eight orders for each merc, and they will be performed sequentially from left to right.

Orders can be canceled separately, but they also can be completely cleared for one merc or the entire squad. One of the major advantages of the action timeline is the ability to synchronize commands.

This is a very important technique when assaulting an enemy from different directions. It can allow you to command mercs to move into position and sync their attacks and firing so the enemy will be hit with a barrage of bullets at once. Syncing is a simple process of dragging an order from one merc's timeline to another merc.

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Loyalty and Income

When you first liberate a location, the inhabitants will still be suspicious of your actions. Over time, they will begin to trust you and their loyalty will gradually grow.

Loyalty increases over time as long you can retain the area. Also, liberating areas near each other will have a positive effect on loyalty as the inhabitants can verify your commitment to their cause.

This should provide a big motivation to take over as many areas as possible because each one you liberate will affect its neighbors.

For a mathematical equivalent, loyalty increases by +40 when you free a region and it goes up by+ 4 for each day you hold the location. On the opposite end, you get -60 if you lose that area to the enemy and -6 for each day they control the once-freed location.

There are two very good reasons to increase loyalty in each area: money and militia. The amount of money you earn from an area is directly tied to its loyalty.

However, proximity to other areas is also a factor in overall income. Still, in a simple sense, 100% loyalty translates to earning the maximum amount of money you can earn from that location.

Loyalty will naturally increase over time, but there is a distinct advantage to liberating areas around some of the some of the big moneymakers, such as the mines.

The faster you can raise the loyalty of those rich spots, the more cash you will have at your disposal. Of course, that will also make it a pretty attractive target for enemy squads.

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Militia

As the level of loyalty in a region increases, its people will become inspired to join the rebellion.

The higher the loyalty rises, the more inhabitants will offer to become local militia; however, there is a predetermined cap for each location.

As militias appear in the areas you control, a small number will indicate the amount on the upper left corner of the area's icon on the World Map.

Recruiting

In the combat area, militias are denoted by purple indicators. Each of these willing combatants can be armed and will fight to protect their homeland. Talk to any of the militia members to open an exchange inventory window. Drag any weapon and armor you can spare to arm them against the enemy. The indicator will now turn to yellow to indicate they are an active ally against Deidranna.

Militia members are really easy going, and any time you speak to them again you can alter and exchange their equipment.

Defending Their Homeland

When you first liberate an area, there will be very few volunteers to join your cause. As the loyalty increase, more locals will join the militia.

It might be tempting to give them your junk weapons, but remember that severely worn weapons in red often jam and will do very little to allow them to defend themselves. Even if they are armed, early militias will need the support of your squad to respond to an attack.

Each day, militias will have the opportunity to level up, but the higher the level the less likely it will happen. Therefore, as they approach the max level of 5 they become increasingly less likely to advance.

However, the enemy squads will also increase in level and number as time goes on. Don't leave the fate of any location solely in the hands of the militia. You should always join the battle to make sure you don't lose the area.

In fact, if you see an enemy squad on the World Map, you should hunt them down before they have a chance to launch an effective attack.

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NPCs

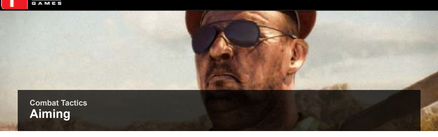
The non-player characters have their own role in the game. Most are just civilians going about their routine and trying to make the best of their situation. Some have unique roles, such as buying and selling items.

These will appear with a blue dollar sign indicator ($) to aid in their discovery. This is a pretty oppressed country, so their selection can be limited but if you need something right away or want to offload your inventory they are very helpful.

Other key NPCs help progress the story and are often part of quests. These NPCs are indicated by blue exclamation marks (!) on the combat map. You should always make an effort to talk to these people to update quests and find out what is going on in Arulco.

The last special NPCs are people who become motivated by a quest or mission and offer to join your squad. These recruits range from simple freedom fighters to mercs just like your crew. Once they offer to join, you can accept or return later to enlist them.

If you don’t want to continue to use them in your troupe they can be separated into a different squad and left to protect an area.



Combat Tactics
Aiming

Line of Sight

One of the most primary and obvious concepts to utilize in a weapon-based game is line of sight. In real world terms, it means having a visible path to see your target. In the game, the camera is pulled back and you are allowed to see a larger area than your mercs could really "see."

However, your mercs must have some line of sight with their target in order to accurately hit them. A lot of the core tactics in the game are based around this simple fact, and it becomes obvious when you use the Plan and Go system to try to line up a shot. Because you must have a bead on the enemy to shoot effectively, the task is to get into a position that gives you the opportunity to open fire with confidence.

Lots of obstacles and angles can make it difficult to "see" the enemy, but these can be used to your advantage when you take cover. Of course, that doesn't mean the goal is to march straight up to your foe to see them better.

Getting a line of sight is essentially about sneaking within range of your target and choosing angles effectively to line up your shots while minimizing your risks. Learning what types of elevation, angles, and obstacles allow or prevent you line of sight is the biggest factor when you first plan your assault on a strategic target.

The best way to master line of sight is to enter Command Mode and rotate the map to look at your position from various angles. Any single view does not give you a complete picture of what is around and even in front of you.

The default camera position is a great starting point, but never rely on a single view to determine the best position. By looking at various spots from different angles, you can often find a tactical spot that first appeared to be useless.

Manual Aiming - Shoot through Objects

Normally, you will be searching for clear lines of sight to take out your targets, but you can manually make your mercs aim at targets that are out of view. It is not an obvious maneuver, but it is possible to shoot through certain objects. After a few interior battles, you will quickly learn this fact.

If enemies are aware of your location, they can stand their ground and be rather effective at blasting you through walls and doors. This is a very important concept to keep in mind when traversing highly populated large buildings.

It means you can't walk with impunity through a building's interior, but it can be used by your squad to waste some foes turtling on the other side of the wall or other penetrable object. However, this only holds true for specific objects that a bullet could pass through, and it applies to all interior and exterior walls.

In other words, you can shoot at or get shot by someone inside or outside a building, depending on the material that stands between you. This tactic is not used often, but it is important to keep in mind because the enemy AI will use it any chance they get.

Time to Aim

Seeing is only the first part of aiming to hit your target. Aiming takes into account several factors such as the actual time it takes to line up the shot. Time to aim can be seen when you move your cursor over an enemy in Command Mode. It is displayed in hundredths of a second.

Dexterity plays a key role in determining how well a merc can aim. It is one of the many reasons that attribute is so important in the game. All other factors the same, the other major influence on time to aim is stance.

Each of the three tactical stances, ready, crouch, and prone will decrease aim time as you get lower to the ground. [CV1] However, the fastest aim time comes from the run position because you are shooting from the hip.

However, along with that quick-draw response is a significant reduction in accuracy. This mechanism makes sense in real-world terms because the slower you go, the less time it should take you to line up a shot; running with guns blazing will allow you to fire quickly but all over the place.

Accuracy

Each weapon has its own accuracy rating, which is figured into the overall accuracy of a shot. However, except for wide disbursement weapons like shotgun, most guns have 100% accuracy. The real key to aiming accuracy is in the stance.

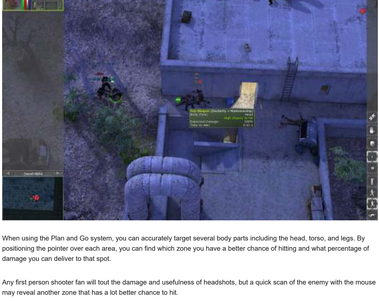
Similar to the time to aim, the lower you go, the more accurate your shots will be. Of course running with a gun and spraying bullets is going to be the least accurate method while going prone will be the most accurate.

In fact, any good sniper should lie down and line up their shots to guarantee their success. The accuracy of a shot is revealed in the Command Mode, where the chance to hit is listed as impossible, unlikely, likely, high chance, or certain.

Shooting with a low chance of success is a desperation move that should be avoided if possible. Not only does it waste ammo, it draws attention to your location while you are ineffective at keeping your enemies at bay. It is not always possible to get within range and line up a shot with certain accuracy because war is an imperfect scenario.

Each situation on the battlefield is unique and the decision of when to fire should be based on the amount of accuracy and damage you can achieve from a particular location or certain range.

Body Zones



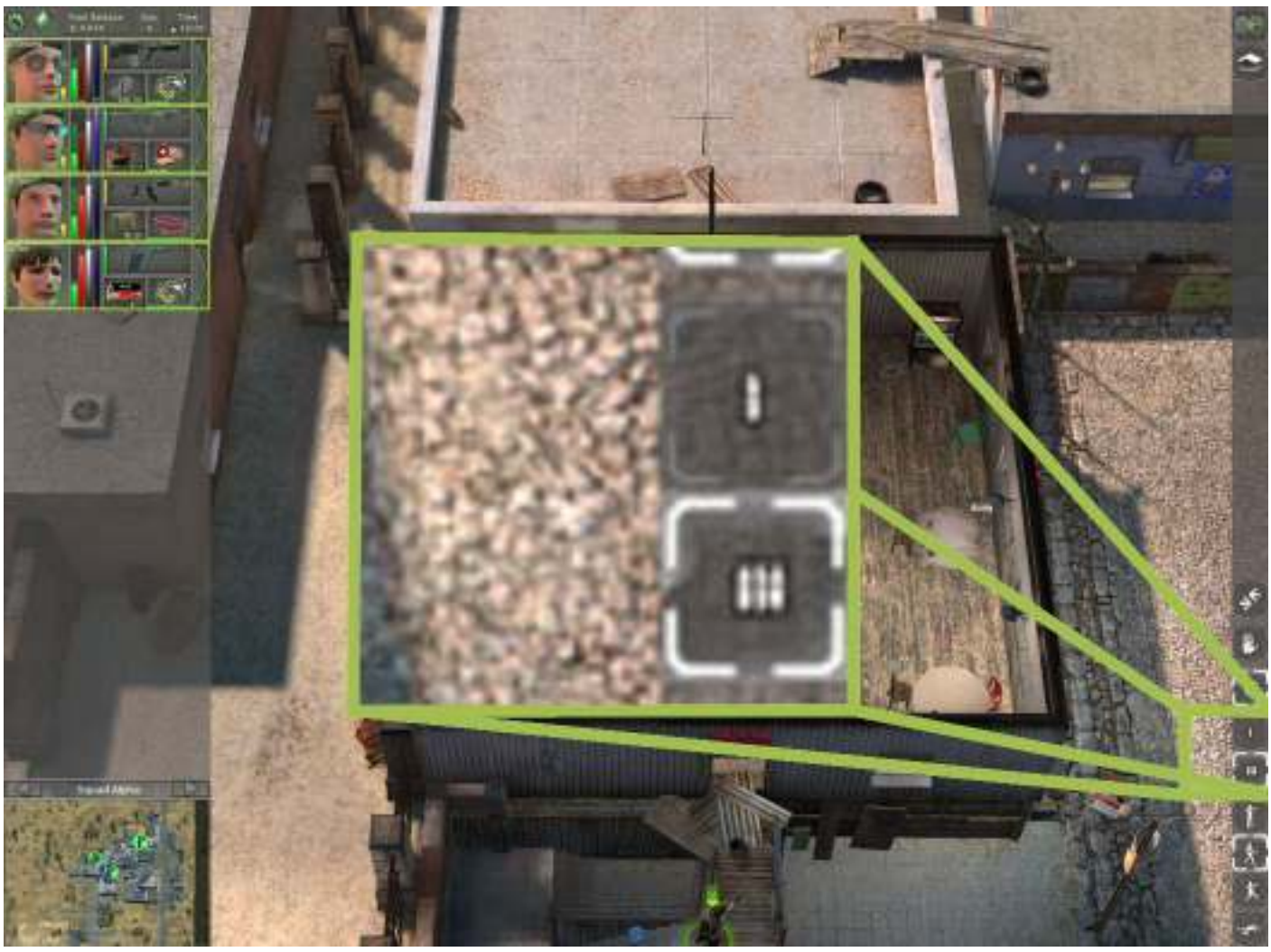
When using the Plan and Go system, you can accurately target several body parts including the head, torso, and legs. By positioning the pointer over each area, you can find which zone you have a better chance of hitting and what percentage of damage you can deliver to that spot.

Any first person shooter fan will tout the damage and usefulness of headshots, but a quick scan of the enemy with the mouse may reveal another zone that has a lot better chance to hit.

Also, like your mercs, enemies wear armor, and some areas might be more heavily protected. The goal is to do as much damage as quickly and as accurately as possible, but sometimes an enemy's leg might be the only thing you get in your sights

Combat Tactics

Firing Modes



Thankfully, there is nothing tricky about shooting your weapon. However, there are two different modes of firing that can have a significant impact in combat.

All weapons are capable of firing single shots, but many weapons can fire in burst mode, too.

It might seem like you should always use burst mode to send more bullets at your target, but there are some disadvantages.

The most obvious downside to burst mode is that is uses a lot of ammo, as indicated by the burst rating of the weapon. If you intend on using burst mode, you better make sure you have enough rounds to carry you through the entire area.

The other unobvious downside to using burst mode is that the first shot is not very accurate. Thus, if you are taking on a single foe, burst mode is overkill and the increased precision of a single shot would be a better choice.

As enemies increase in level, armament, and weapons burst mode will become a necessary cost of war. As the saying goes, "fight fire with fire." So don’t respond to an assault rifle attack with a single shot unless you know it will take the enemy down.

Combat Tactics

Melee

Don’t bring a knife to a gun fight, unless of course your merc knows how to use it. Hand-to-hand combat is not advisable in most situations, but there are several mercs with the speed, stealth, and skill to be lethal without guns.

Running in for a melee attack can be a last resort if you are out of ammo, but it’s usually a deadly decision. Leave the striking and edged combat to those who are masters of melee abilities. Even these tough mercs are better off using a gun from any considerable distance.

Still, there are several situations where these mercs can get physical. Their first opportunity is in close-quarters combat (CQC) such as inside buildings. As long as they aren’t running around in a long hallway, they can use the corners and walls to get in close enough to be effective.

Another good use for their skill is to ambush a patrolling guard as they round a corner. Their physical skill should allow them to disable the guard quickly and effectively without making too much noise. If the merc has enough stealth and blending abilities, he can sneak in for a silent assassination.

Perhaps the most useful time to deploy CQC is on melee enemies that charge your squad. Let your shooters deal with the ranged foes and allow your melee masters to take out anyone foolish enough to get too close. It’s also important to keep in mind that melee fighters are deadly up close because their opposition is ineffective using a gun as a blunt object.

This works in favor of your melee merc, but it can also be used against you. Look out for crazed enemies charging at you with an axe. If they get too close, your expensive high-powered gun will be somewhat useless as they literally cut you down. Make sure to fight fire with fire and assign your skilled melee mercs to contend with the charging melee attackers.

Combat Tactics

Grenade Usage

Explosives tend to be seen as a last resort, but that should not be the case in this game. They are not that costly and they can often be worth the expense by saving your armor from getting trashed.

Any time a group of enemies is in a very tough position to attack, consider using a grenade instead of struggling and taking a lot of damage.

Even if the grenade doesn't hit the enemies, it will usually force them from their coveted position and allow you a lot better odds for taking them down cleanly. There are numerous types of grenades that are suited for various situations, but they are all effective for dealing with hard-to-hit enemies or large crowds. A gas grenade is great to use indoors to force enemies to flee or suffer its toxic fumes.

Smoke grenades create a wall of thick smoke that reduces the enemy's sight. It can be used offensively to blind your foes and give your mercs a chance to cut them down. Also, grenades can be used more passively or as a defensive maneuver to allow your squad to sneak past foes or retreat.

Stun and flash grenades can be used to stun enemies, making them extremely vulnerable. The only downside to these explosives is that they can affect your mercs, too! The last type of grenade is the frag, which causes damage over a large area.

It is a great tool that can damage multiple foes at one time. These are one of the most powerful items you can carry, and all your mercs should have them at their disposal.

Combat Tactics

Guard Mode

Placing your mercs into Guard Mode orders them to aim and open fire on enemies who enter their field of vision. It is an auto detection and engagement mode that allows you to leave a merc able to respond without your intervention.

The game's AI targeting system is pretty adept, but it is not as precise and effective as if you manually controlled each merc. Still, Guard Mode does offer an advantage in that it reduces the time to aim.

Because your mercs are actively looking for targets, it makes them quicker to shoot in any position they are in. There are several effective options to utilize this mode, and it is usually most effective when placing some of your squad in Guard Mode while manually commanding others.

For example, you can use it to have several soldiers guard an entrance or exit while other mercs advance on the target. Also, you can keep a group ready to ambush while another merc runs and lures the enemies into a trap Keep in mind that mercs with a higher perception attribute can see farther and engage the enemy at greater distances.

These are the best mercs to use in Guard Mode because they can engage the enemy at the greatest distances. In tough situation it is best to aim manually and control the flow of battle but if you have a hard time lining up a shot, you can use Guard Mode to allow the mercs to track enemies and fire as soon as they are "visible."

Using Command Mode, you can pause the game and see the actual vision cone in green that represents each soldier's viewable area. Make sure when using Guard Mode that you check this green field of vision to ensure they are facing the right angle. If you are using several mercs in this mode, you align their vision cones so that they slightly overlap but allow more coverage of the battlefield.

Combat Tactics

Range

Each weapon has a specific range in which it operates best, and each category tends to specialize at a certain range.

Obvious examples are the lower accuracy but deadly damage from an up-close shotgun blast, versus the slow firing but lethal power of a long-range sniper rifle.

The key to using these tools is to get into an effective range to maximize its damage. Shooting from too far will result in minimal damage and simply alert the enemy to your location.

On the other hand, trying to get in really close can spoil a surprise attack or open you up to melee damage.

There is a fine balance to determine the best range but it ultimately comes down to choosing an assault location that gives you a clean line of sight, with as much cover as possible, while maximizing your range.

Shooting from the farthest effective range allows you to wipe out enemies from a distance that they might not be effective at.

The sort of exception to this rule is for a merc who has high stealth and mastery of melee weapons. Those few talented melee mercs can still utilize their range, which is up close, but they need to sneak or run in to close the distance.

Because squads are bound to have mixed weapons in their ranks, it can be an effective plan to draw out enemies with extended range while flanking or ambushing them with weapons that are lethal at mid or close range.

A quick way to gauge the effective range of a weapon is to use Command Mode to move the cursor over a foe and look at the chance to hit. This quick scan will display if the weapon is effective at that range.

Combat Tactics

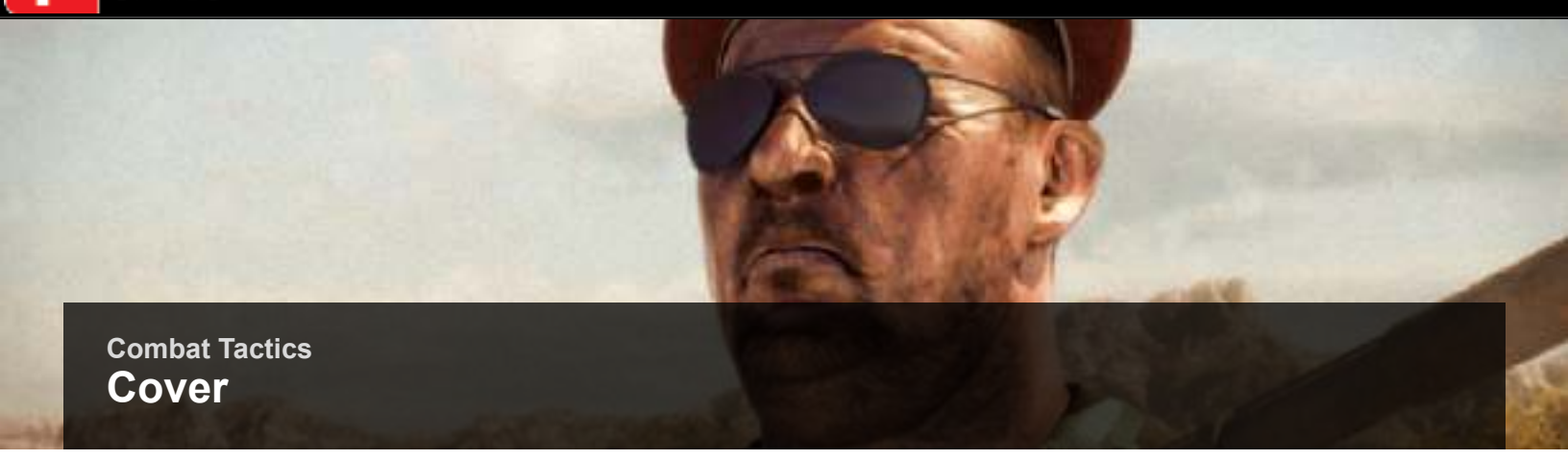
Terrain

The island of Arulco has several types of terrain, ranging from swamps to deserts. Terrain becomes a factor when you want to blend into the surroundings.

There are several types of camouflage that can help your merc hide in plain sight. From the World Map, you can move the mouse over any location to determine the terrain you will encounter.

The other important aspect of terrain is the realistic landscapes that make up countless varieties of natural formations, including hills, valleys, rocky spires, etc. The uneven ground can create great spots of elevated areas for increased line of sight.

Also, natural barriers can be a blessing if used to take cover or force the flow of enemies into your ambush.



Combat Tactics

Cover

Assaulting a large fully armed group in the open is a very bad idea. The goal of any conflict is to dish out maximum damage while taking little to none yourself. This obvious concept can often be overlooked in the heat of battle, but it is always important to remember that trading bullets with the enemy is not a tactic.

This is why cover and concealment are among the most important parts of game play. The first thing to consider when planning your assault on a compound or group of enemies is how you can fire upon them while reducing your risk of return fire.

Your initial scan should be to find an entry point where you can be protected by the height, angle, or material of some objects. Consider the angle and line of sight when choosing effective cover.

Standing behind a tall brick wall offers great protection but no line of sight. On the other end of the spectrum, hiding behind a weak object like a sheet may help conceal you, but it offers no protection.

At first it can be hard to tell if you can fire above or around an object or corner. It can be very tricky to pick the right type of cover because you won't know if you can get a bead on the enemy until you attempt to aim from that point.

This is why it is important to sneak into a position of cover and then determine whether it is viable. As you progress through the game, you will gain a lot of experience at picking effective cover.

Initially, look for cover from objects that appear to be around half your height, such as a barrel, short barricade, or pile of sandbags. These spots make great cover while you are crouched.

As you gain more experience, you should be able to estimate what stance you would need to use to shoot over or around an object.

Always keep in mind that the goal behind using cover is protection. If the action gets too hot, drop down low or change your angle to go from being partially exposed to completely behind cover.

Stance is another important aspect to consider when using cover. Beyond knowing the height and angles around various objects, you must consider how stances will affect your cover position.

There are obvious pros and cons for each stance, and you need to consider them when picking cover. You may feel very secure and have great accuracy on the ground behind a concrete barrier, but it also prevents you from getting a shot off.

It's possible that a simple change in stance can give you height or line of sight you previously didn't have. Practice using different stances from behind cover to learn to see opportunities like shooting under, in between, or above objects.

The enemies, even at low levels, have a very good sense of using cover and maximizing the angles to get line of sight. It is not uncommon to see higher level enemies retreat to or camp in spots with great cover.

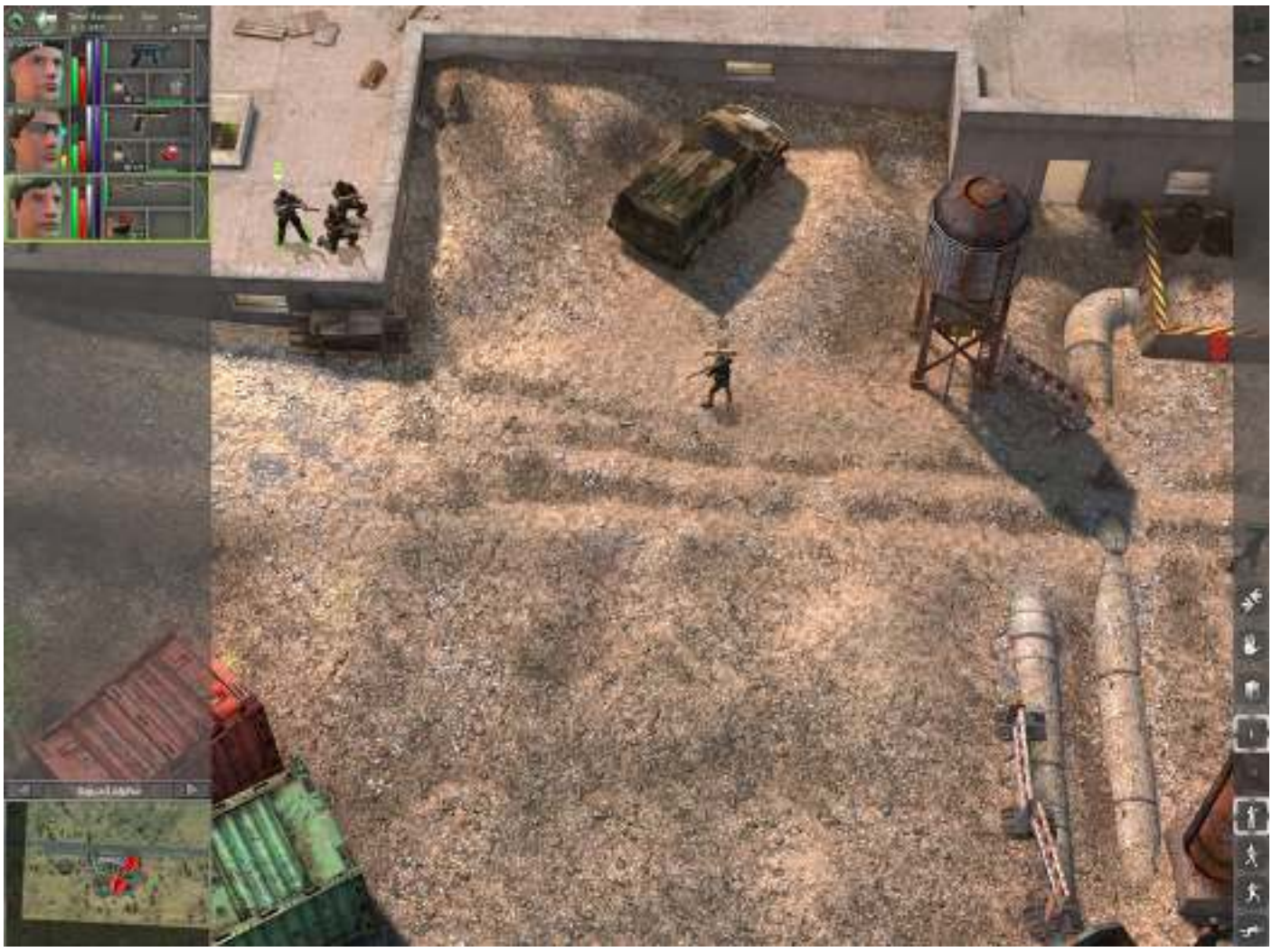
If you are up against a really tough group of foes with excellent cover, one option is to force them from their position with a grenade.

The AI is pretty savvy; if the enemies notice the projectile, don't count on them standing around waiting for the explosion. Yet, even if enemies bail to avoid the grenade and its damage, they will expose themselves as they run away and will become easier targets.

Another tactic to deal with opponents using cover is to create a diversion and draw them to you. Several of the sophisticated foes will still use cover as they advance or stick to their ground, but you can usually entice a decent number to come running at you and into your ambush.

Combat Tactics

Elevation



Elevation doesn’t provide you with the same type of protection that cover offers, but it does provide a different tactical advantage. One of the main benefits of seeking higher ground is expanding the area of your line of sight.

A high vantage point allows you to shoot down at enemies who might try to duck for cover. It also allows you to go into a lower and more accurate stance while still having a commanding view of the battlefield.

In addition, the height of the structure offers some protection from enemies at close range because they can’t target you when you are above them and out of view. However, this also means you can’t shoot them if they hug the base of the structure beneath you.

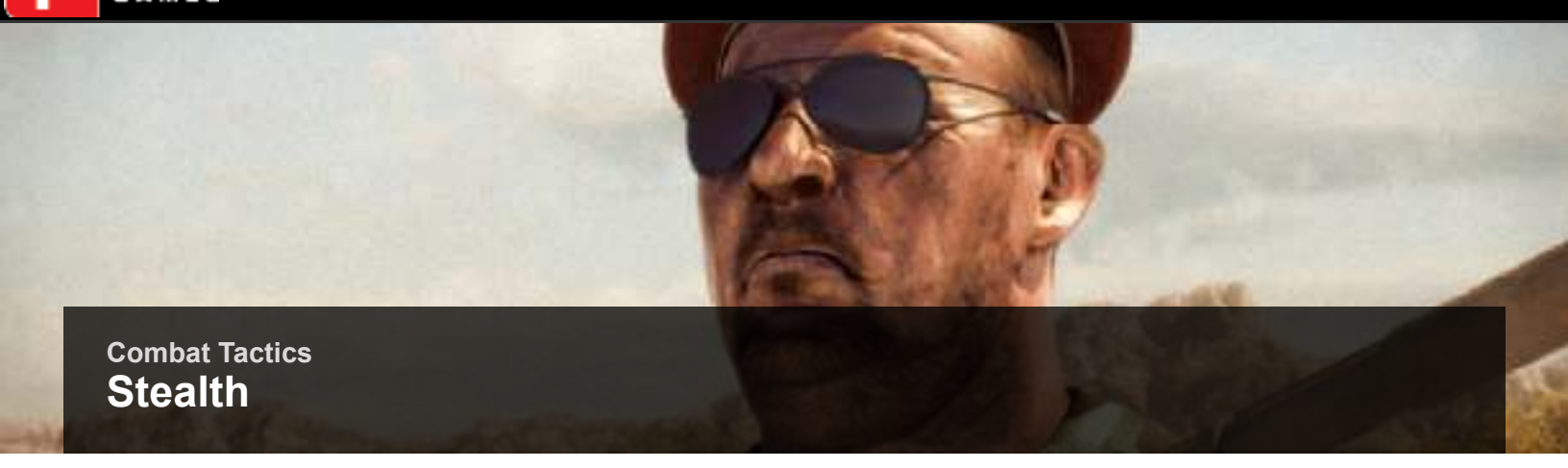
Still, being on a rooftop can be a great spot to pick off foes. The height gives you superior visibility to wipe out enemies, and you can maneuver toward the center to make it difficult for enemies to hit you.

If a roof or other high spot has an edge or other form of cover, it can be even more effective, allowing you to stay low to avoid fire and pop up to unload when you are ready.

The other advantage of seeking higher elevation is that there's usually a limited number of ways to reach the perch, which forces enemies to approach you on your terms. For example, if you're on a rooftop, enemies are forced to climb a ladder to get to you.

This will leave them very vulnerable because they have to get off the ladder, pull out their weapon, and aim.

Meanwhile, your squad already has a bead on them and is in a great stance to deliver highly accurate and damaging shots. One of the downsides of being up high is that you might not have as many choices for retreat.



Combat Tactics

Stealth

In a general sense, stealth is the ability to move or remain undetected. It is the ability to go unseen and unheard. In war, it is a crucial concept because it allows you to get into a favorable position to launch your attack.

Charging into a well-fortified compound is suicide and all the locations you enter already have enemies in set positions or on patrol routes. Not every situation will allow for a stealthy approach, but your goal is to put the enemy at a disadvantage by moving unseen and unheard whenever possible.

Stealth has many applications that depend on the condition of the battlefield and placement of enemies.

In most cases, this means moving into a well-fortified position with excellent cover or great angles. But stealth also can be used to launch a sneak attack with the element of surprise to gain a tactical advantage.

Visibility

Visibility is displayed graphically in the merc overview. The shorter the bar, the less visible you are. Your mercs will remain unseen if they are beyond the field of view of an enemy or if there is a large enough object to hide behind.

The tactical use of concealment is to hide in plain sight through camouflage. There are four different types of camo: woods, urban, desert, and night. In an obvious sense, wearing the right kind of camo will make you less visible in that terrain.

The tricky part is to outfit your mercs with camo that can be used in the most common natural setting that you fight in. Your merc's head, torso, and legs can utilize different types of camo.

They can be mixed to provide a broad spectrum of coverage or simply focus on the terrain that seems to give you the most benefit.

It doesn't make a lot of sense to carry extra sets of armor for each merc, but you can outfit your squad with some different types of camo and switch similar types to one merc to give them a collection of camo to sneak in for an intimate stealthy attack.

Noise Level

The amount of noise you make as you move is also displayed graphically on the merc overview next to their profile. Any type of movement will generate some sound, and only standing completely still will make you silent.

In general, the lower the stance you are in, the slower your movement and thus the less noise you create.

Therefore, you can move around at run or ready stance when you are far from the enemies, but the closer you get the lower you should go. Moving in the prone position may be slow going but it is your best chance to get into position and take the enemy by surprise.

Still, even creeping on the ground like a snake will make some noise and it can alert guards. If any foes make a comment about "hearing something," stop dead in your tracks. Wait for their suspicion to pass and hopefully they will go back to ignoring you.

Skills and Traits

There are a few special abilities that make some mercs as stealthy as a ninja. The most obvious is the stealth skill, which can further suppress the sound the merc makes. With enough points in this skill, the merc can creep in very close to an enemy if they can remain unseen.

On the opposite side of the equation is the chameleon trait that allows the merc to blend into nearly any environment. This is an added bonus to any camo that might already help conceal them.

An extremely effective merc will have both of these abilities. When both are used with a low stance and compatible terrain, these mercs are practically ghosts on the battlefield.

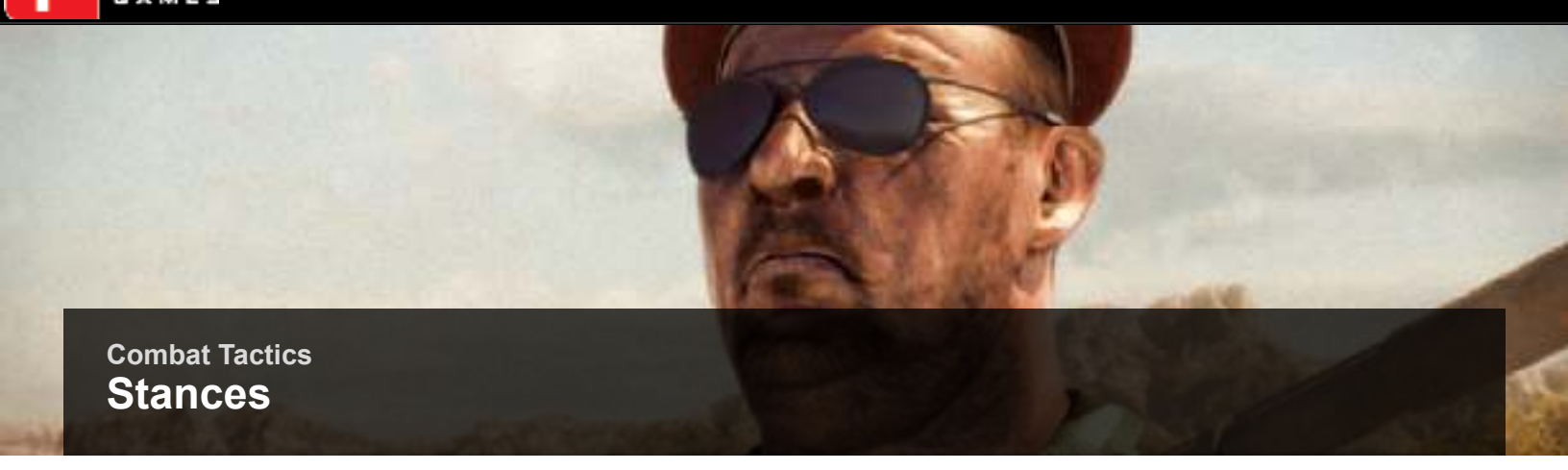
Stealth Kills/Silencer

The objective of using stealth is to get into a great spot to attack your enemies while not alerting them to your presence. A stealthy merc will blow their concealment if they open fire with a loud weapon.

The silencer is a perfect companion for any merc who has the task of quietly eliminating someone. This may not work on all weapons, but when you are standing at point-blank range you don't need much firepower.

Melee masters can attempt a stealth kill by sneaking up on an enemy and incapacitating them before they have a chance to fight back. Stealthy kills like these are slow to execute and are effective against single enemies.

The goal with these attacks isn't to wipe out an entire base but to remove a guard who could alert others and clear a path for the rest of your squad.



Combat Tactics

Stances

Changing stance is a big part of gameplay. The essential concept to master is using the correct combat position for each situation.

Generally speaking, as you go down the list accuracy will increase and movement is quieter. On the other hand, as you go up the chain of stance movement is quicker and aiming time can be reduced. This is an obvious trade off system that gives you a lot of options on the battlefield.

Ready

Mercs can move quickly but maintain a higher degree of accuracy than running. It is not as quiet as crouching or going prone but it does hamper noise a little. It is the highest active stance that can allow your squad to aim over objects. Unless you need to cover a lot of ground, this should be the default stance to keep your mercs ready to respond.

Run

You merc moves as quickly as possible but also makes the most noise. They are not planning to fire, so any shots are from the hip and significantly less accurate.

However, mercs can fire very quickly because they take very little time to aim. The impact of these effects is different, depending on the weapon being used.

It is foolish to run and attack with a precision weapon like a sniper rifle. However, shotguns and SMGs are a lot better shooting from the hip.

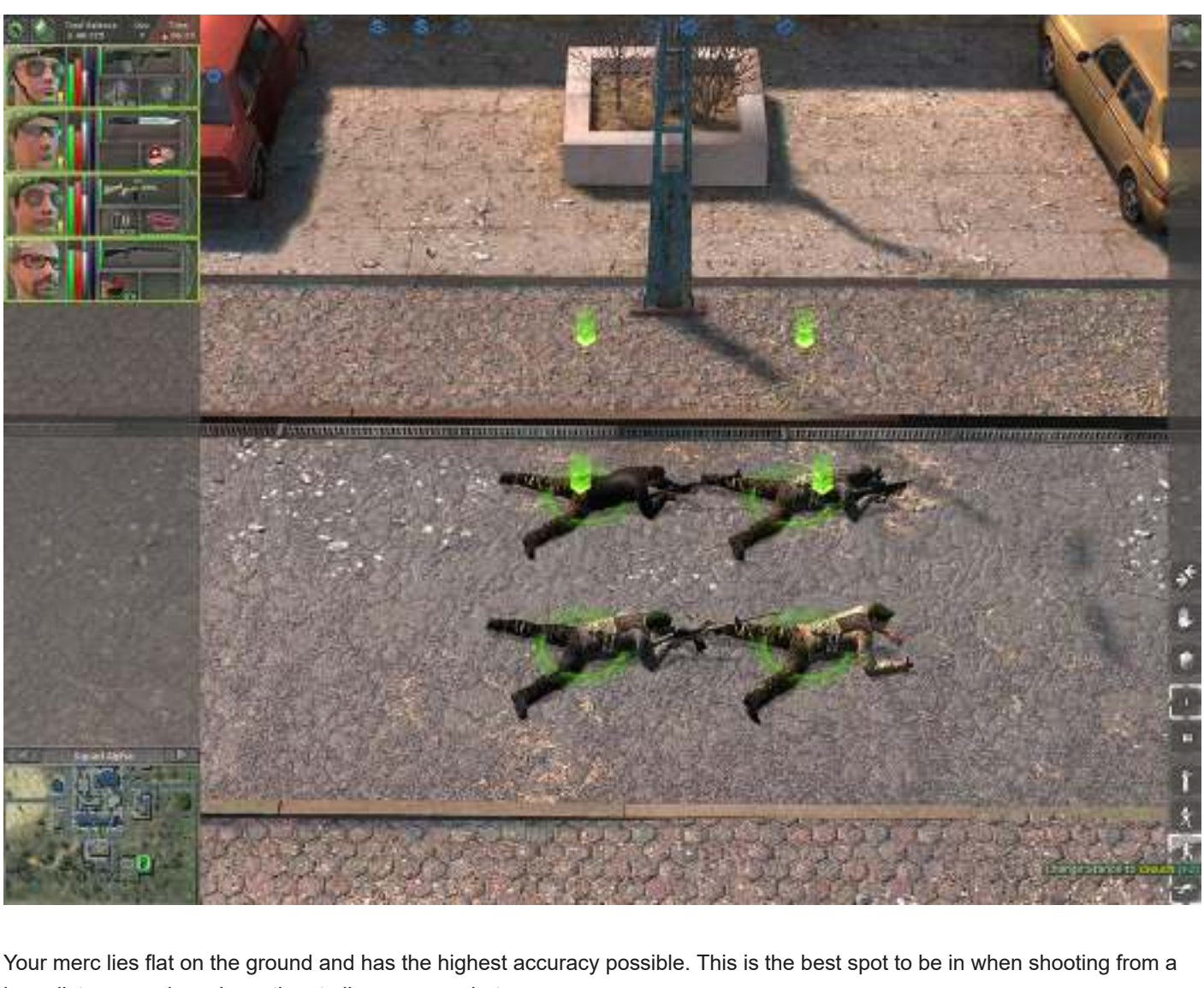
Firing from this position is never recommended; it is basically used to cover large distances quickly.

Crouch

In a crouched position, your accuracy increases and mercs move noticeably slower. The cautious movement substantially reduces the amount of noise you make.

This position can make excellent use of cover because your merc is low enough to get protection behind many objects while having enough height to shoot over them. This stance is probably the most common for firing in urban areas.

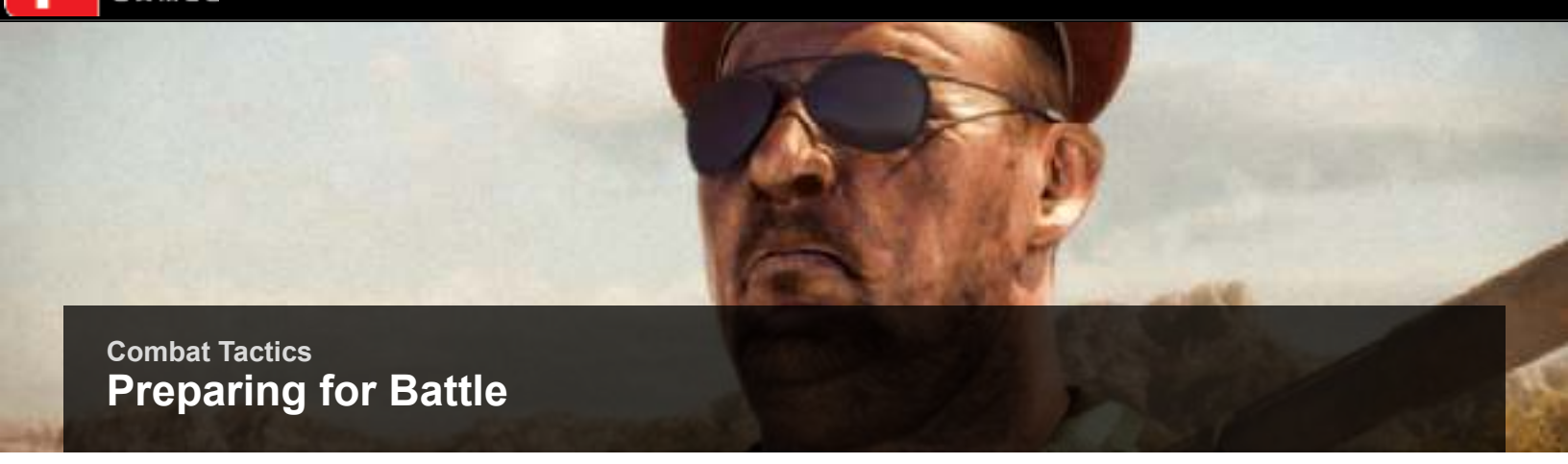
Prone



Your merc lies flat on the ground and has the highest accuracy possible. This is the best spot to be in when shooting from a long distance and you have time to line up your shots.

But, unless you have a clear path or elevated position, it can be hard to get line of sight with enemies when you are in this stance. It's a great position for snipers, but not a good idea if you are being charged by a squad of enemies.

Movement in this position is incredibly slow but equally silent. Going prone will give you the stealthy advantage to sneak into an optimal position.



Combat Tactics

Preparing for Battle

Before rushing into any confrontation, you should check a few basic things. This principle applies to the initial assault and each skirmish. Being prepared and knowing what your mercs status is can be important part of any battle.

Supplies

Each area tells you the number of enemies and the level bracket they fall into. Use this knowledge to make sure you have enough supplies to make it through. The most crucial check should be to verify your ammo and medical supplies.

The larger the number and higher the level of enemies, the more bullets and bandages you will need. Also, a large number dictates having some type of grenade ready to deal with stubborn foes.

Lastly, you will want to have equipment to deal with worn weapons, locked doors, and explosive opportunities, such as planting C4 and disarming mines.

Weapons/Armor Durability

The condition of your weapon is shown by the small bar next to it. It is easy to overlook, but if you let it go for too long it might be beyond your ability to fix it. Also, damaged guns, especially when they are in the red, can jam and leave you a sitting duck. The condition of your armor is a lot less obvious, and many times you won't know how much protection you really have. That great guardian vest you got a few missions back may have taken enough damage to reduce its durability and make it less effective than a flak jacket. Check your armor often and replace it when necessary.

Inventory Management

You inventory has several slots to allow your mercs to haul an impressive amount of gear. As long as they don't exceed their maximum load weight, they can carry just about anything. You'll find a surprising number of items, ammo, and other goodies to pick up in this game, and there is nothing overly tactical about what you carry.

But there are a few somewhat obvious things to remember to maximize your stored goods.

If a merc is approaching his weight limit, simply switch his heaviest items with another merc who's holding lighter goods.

Make sure to equip every merc with something in their opposite hand (the quick use inventory slot). Even if they can't use the item, it frees up one more spot.

Tip

Stack your ammo! When you pick up random amounts of ammo, it doesn't automatically form the maximum stack. Manually pick them up and drop it on another bundle in your inventory to combine them into a single slot for maximum capacity.

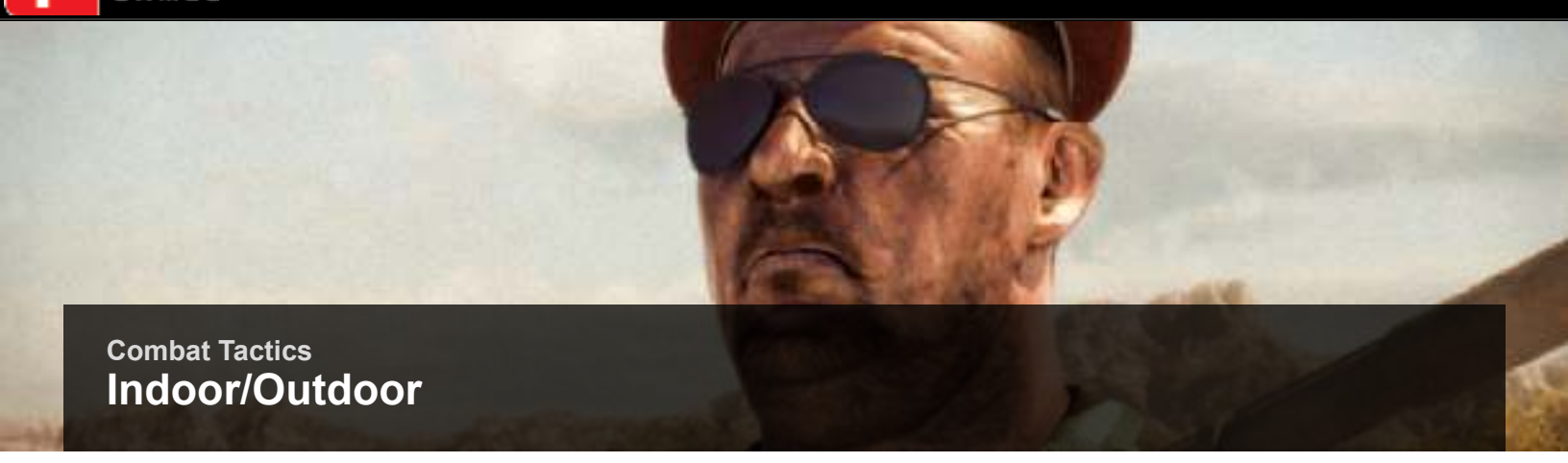
Trade up on used items. If you have a decent number of med kits and one of them has been used three or four times, swap it out when you find a new one.

Refocus and Reload

The flow of battle usually goes from heated combat to dead calm. It is important to take stock of your situation between encounters. Check your weapons and supplies to make sure all mercs are properly equipped with the ammo and items they need.

These breaks in combat are a great time to reassess your gear and your fighting tactics. For example, swap armor with a teammate if they have low health or if they remain on the front lines. Also, if you are running low on ammo, switch guns before combat because each gun you change out starts with no ammo.

Heal any of your mercs, especially your point man, who is generally exposed to a lot of damage, or if the merc has very worn armor. Make it a habit to manually reload after every encounter.



Combat Tactics
Indoor/Outdoor

Generally, basic tactics remain the same indoors and out. Find a superior position to launch an attack while providing your mercs with as much protection as possible. Yet there are obvious differences, and fighting in a wide-open space gives you a lot of options such as plenty of places to launch an assault, seek cover, and retreat.

However, when it comes to close-quarters combat, many of those options are not available or they are a lot harder to come by. It's important to keep the advantages and disadvantages in mind when switching from fighting in the open to fighting in a confined space.

Outdoors

The abundance of space outdoors simply translates into many ways to tackle your foes. It offers a lot of options and a lot more variation on the tactics used to take out enemies. Take your time and check your angles before you launch an attack, and be sure to look for a fallback position.

Although the great outdoors gives you plenty of space to maneuver, it also means your enemies can approach from a lot more positions. The irony of being outside is that you really want to find points to attack that keep the enemy confined.

Shooting out in the open is deadly, not just because of lack of cover but because enemies can fire on you from any side. When searching for an assault position, take into account stationary enemies and the paths they will take if or when they charge you.

Always have a plan for where you will retreat to if the battle goes badly. Retreating does not mean running away in panic, but going to the next position you can safely defend. Use the vast space outdoors to eliminate enemies on the fringe of the battlefield and reduce their numbers from a safe distance from their comrades.

Also, make sure to position your squad with as many angles and options to take advantage of your space. Flanking your foes and firing from multiple locations is a deadly and very successful tactic. Take into account the space you have to work with, and take the time to line up shots, seek cover, and maximize the great outdoors with long-range weapons.

Indoors

Being inside significantly reduces the entry points you have to engage the enemy, but this can be used to your advantage. Except for weak walls or windows the enemy can fire through, the number of paths separating you and your target is limited.

This reduces your options, but it can also focus your efforts. Even more so than outside, it can be very important to draw enemies to your location and into an ambush. One of the best positions to do this is a long hallway where you can find some cover or stay partially protected in a doorway.

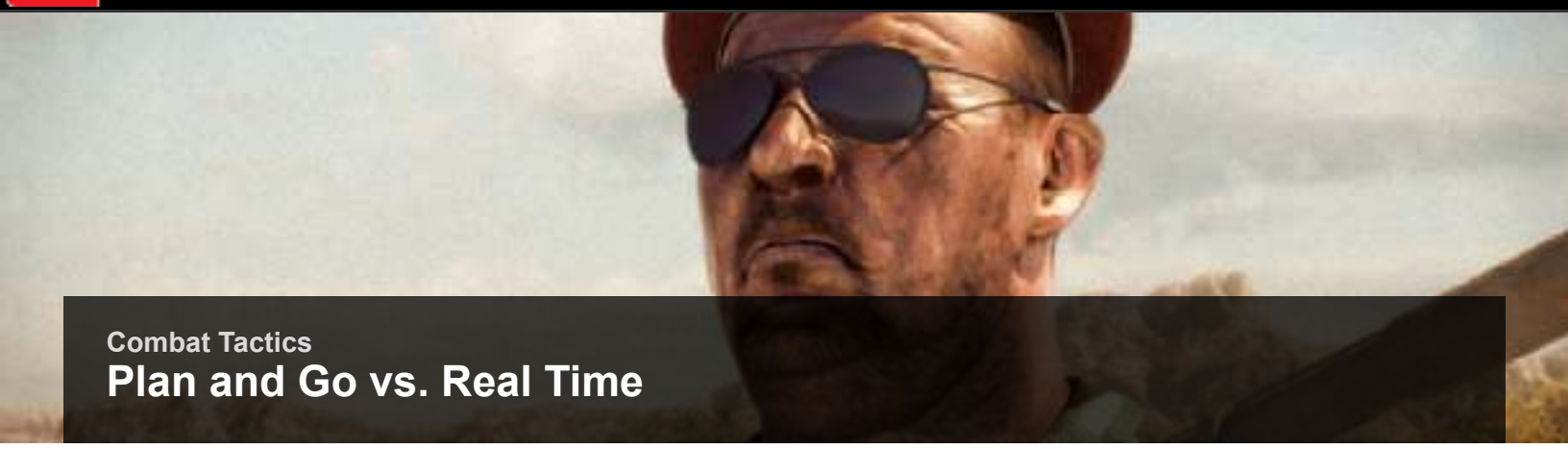
Because space is limited, it is a lot more important to arrange your mercs so that all of them can fire successfully. This may mean changing stances and looking for different angles, but the key is to have most of your squad in position to effectively deal damage.

As the enemies pour through an opposite doorway, have your team open fire and cut them down before they have a chance to set up and launch a major counteroffensive. Unfortunately, most high-level foes aren't foolish enough to go running into a death trap, and several may just hold their ground.

Unlike the outdoors, if several keen enemies are in a room, it can be very tough to take them out because there is probably only one entry point and they are already behind cover. To help coax stubborn turtling opponents, toss a smoke, gas, or explosive grenade into their confined space and mow them down as they try to exit.

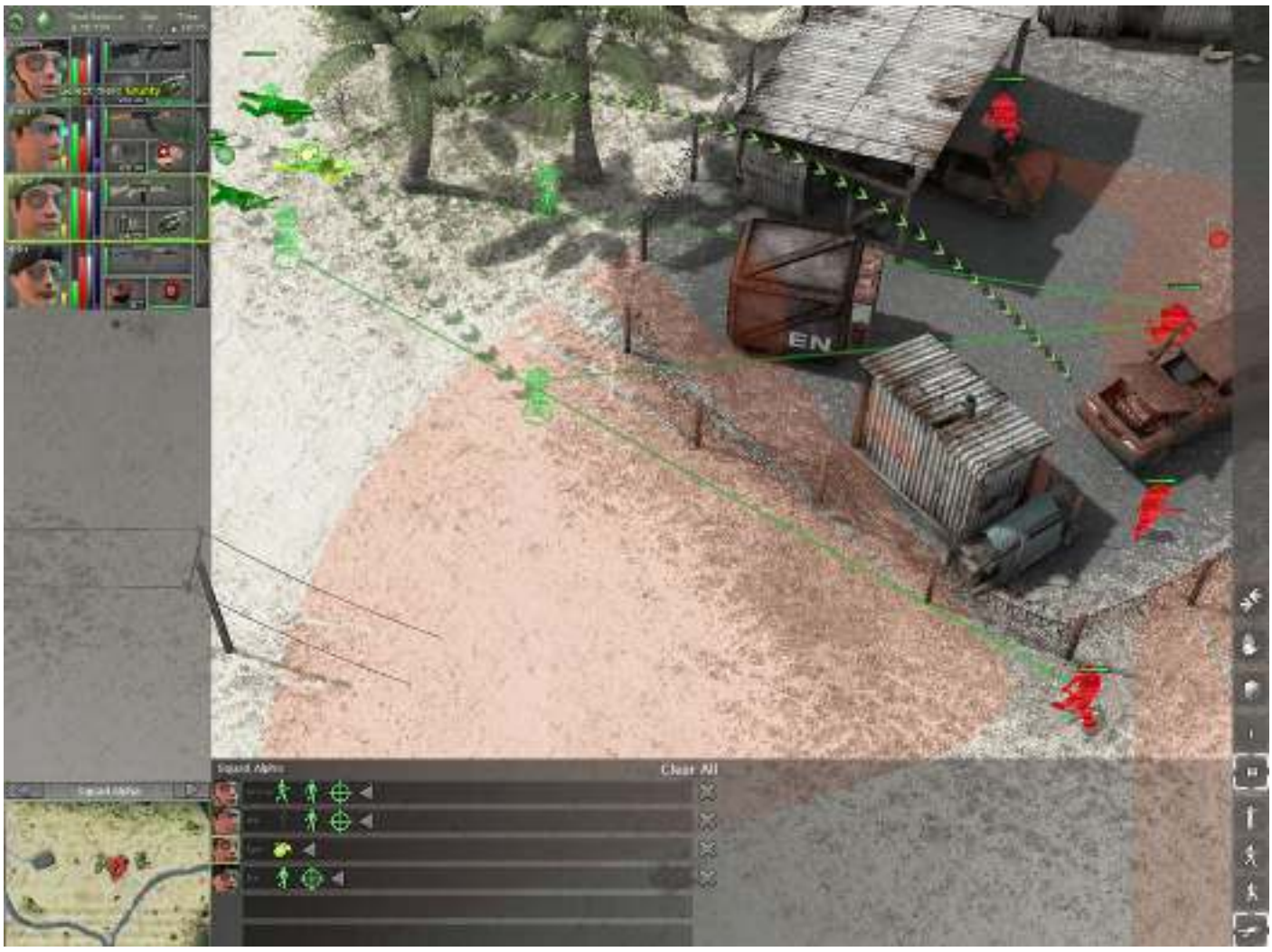
Smoke and flash grenades can be used even if they don't give up their posts because it will significantly reduce their ability to fire. Fighting in close quarters may also require a shift in tactics.

Make the best use of your squad when fighting indoors by using weapons such as the shotgun and SMG, which can be fired from the hip with little penalty to accuracy. An expert with a shotgun can breach doors and bust into rooms ready to unload with his boomstick, while the incredible range of an assault rifle will be useless and its penalty to accuracy will be significant. Also, melee masters can use their CQC techniques to run in and disable the opposition even if they are behind cover.



Combat Tactics

Plan and Go vs. Real Time



Most of the game is played in real time, but the Plan and Go system is always available when you need it. In fact, if you keep forgetting to use the Command Mode, you can set various triggers in the options menu.

A good rule of thumb is to tap the spacebar anytime you are unsure of your situation. Once the game is paused, in Command Mode, you can scout the area and take all the time you need to plan the next step.

Early on, Command Mode will be very important for slowing down the action and allowing you to get familiar with line of sight and angles you need to hit your targets. As you progress, you may use it less but it is always a good idea to pop into Command Mode and survey a situation before launching a big attack.

When the number of enemies or the complexity of the situation increase, you should always use the Plan and Go system to coordinate assaults. The tactical advantages of using the Plan and Go system will become very apparent if you find yourself routinely getting ripped up in combat.

In those instances, go into Command Mode to verify your angles, accuracy, and damage while manually controlling your mercs.

The obvious trade off is that real-time action is faster and perhaps more exhilarating, while using Command Mode is slower and more methodical.

Like everything in life, there is a balance that needs to be had and if you find yourself doing poorly or proceeding too slowly, switch back a forth a bit more.

Combat Tactics

Save/Reload

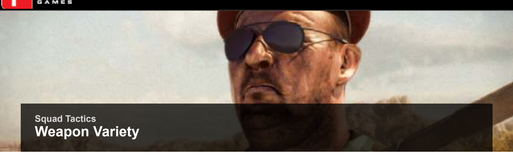
There is nothing tactical about saving a game, but it's an important tool to get through the game, just like a weapon. The game saves at the start of each conflict, which gives you a chance to take a mulligan and do it over.

Thankfully, the game saves automatically because battles can go bad very quickly. Of course, you will never make any serious progress if you redo each battle to get it perfect.

There is a big difference between good enough and a miserable encounter. Still, the important thing to keep in mind is that the autosave begins at the start of that combat.

Replaying a losing scenario is not fun, and that is why saving is also an active part of getting through the game. When you are not engaged in combat, you can manually save your game.

It is easy to forget about this because of the autosave, but it is a good practice to manually save before or after a huge battle in case something goes terribly wrong in the next conflict.



Squad Tactics

Weapon Variety

You need the right tools to complete any task, and when your job is war that means you need guns, armor, and supplies.

To work as an effective unit, the entire squad needs to be well armed and fully stocked. Also, it is important to know what your crew is equipped with so you can play to the strengths of the merc and his gun.

Unless you go out of your way to equip the entire squad with the same guns, you will always be faced with a variety of weapon types. Each category of guns has its pros and cons, and it is important to use each merc to take advantage of their current weapon.

The important factors for any gun are range, damage, clip size, and rate of fire. With a variety of weapons, getting into an effective range is essential to accurately hit your target.

For example, a shotgun does great damage, but from long range it won't be very useful. Also, its ammo is not very effective against heavily armored enemies.

To boost the effectiveness of your squad, you need to get most of the group into a range they can accurately shoot at or split up the focus of your attacks.

This doesn't mean you have to creep into shotgun range with the entire team. You can use long-range attacks to draw the enemies out and, as they rush towards you, use mid- and close-range weapons to amplify your damage output.

This is not easy to do unless you use Command Mode to specifically pick which enemy each merc is firing on.

Another method is to position the squad so that long-range shooters are a lot farther back and the mid- or close-range mercs use cover or ambush foes when they're in range.

Another aspect to keep in mind is that weapons have different clip sizes. It tends to even out a bit with the automatic weapons firing in burst mode, but it is important to keep an eye on guns that only carry a few rounds. Standing in the middle of combat trying to reload is a bad situation. Hopefully, the squad can cover someone that is reloading but make sure that merc is in a low stance or behind cover to protect him from incoming fire.

Upgrading

Money is the primary factor in the game. The more cash you have, the better the equipment you can buy. Hardware prices might seem high initially, but after a while you will have plenty of expendable income.

Also, the price of a new toy is not as much because you can sell your old weapon. Because the trade-in value is pretty good, you should always look to upgrade your mercs' gear when you can.

To make it easy to compare guns, unequip your current weapon so it is in an inventory slot, then mouse over your current gun and the one you are thinking of buying. Just make sure you have the right ammo to accompany a different caliber weapon.

Remember that any slight edge you can get on the battlefield will have an impact for your entire squad.

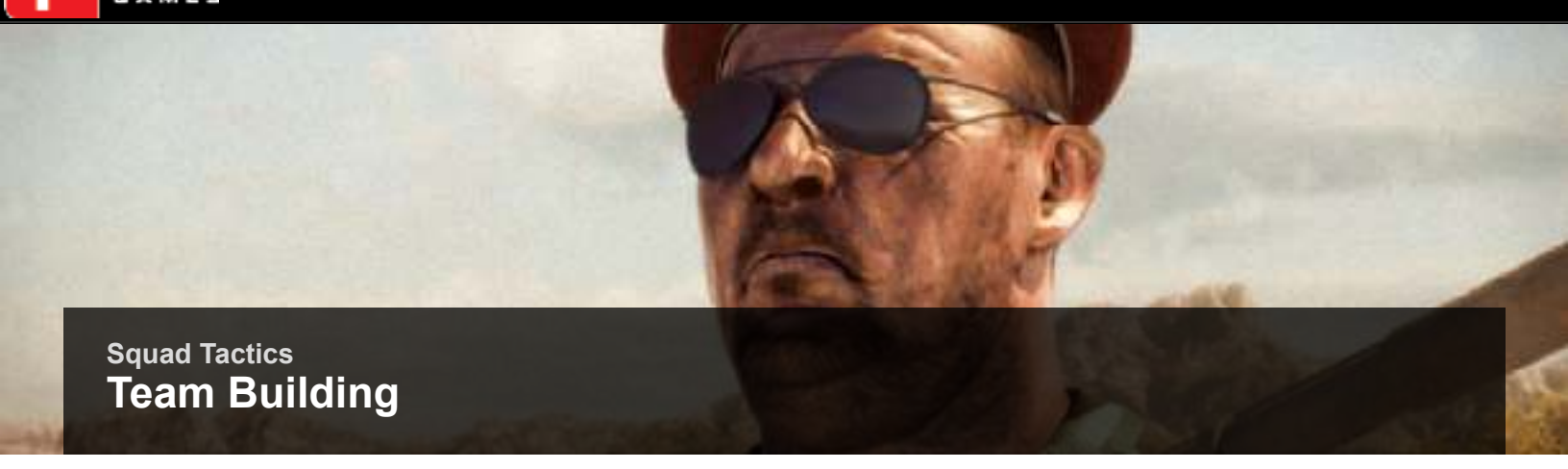
This also applies to attachments that can silence your weapons or improve its accuracy. A new gun with an excellent scope will have a pretty large impact on how well a merc performs.

Whenever possible, try to buy your gear locally. Bobby Ray's online store has an excellent selection but not only do you get hit with a shipping charge, you have to wait for it to arrive, and go pick it up.

Until you get a faster method to travel on the World Map, it can be a real pain trekking back to the airport. Before you buy a gun locally, check Bobby Ray's to compare what items he has in stock.

The prices are all the same, but Bobby tends to get the really good stuff and his inventory changes as you progress through the game. Most of the local wares are not as good as Bobby Ray's, so it may be worth holding off on a local purchase.

However, before you go buying new gear for the entire troupe, make sure you scour each area. There are tons of great guns and attachments that can be found without spending a cent.



Squad Tactics

Team Building

The primary objective is to destroy the queen's hold on Arulco, but that isn't a simple matter of getting the best mercs with the biggest guns.

The entire operation starts with limited, funding and you must build a team to take back the island while enlisting the aid of its inhabitants.

There is a vast array of weapons and 40 mercs at your disposal, but you have to earn money to afford them. The underlying task is actually to manage your resources to accomplish dethroning Deidranna.

Early Stages

At the start of the game, you will only be able to afford a few lower-level mercs. These are not the super elite A.I.M. has to offer, and you should take that into consideration. A quick scan of the potential hired guns shows a big difference in skill set and price per contract.

The cheapest merc starts out at around $10,000, while the best of the bunch, Gus Tarballs, tops out at nearly $79,000. Remember that the first mercs you hire might not be the ones you use later in the game.

Still, the initial choices you make will have a big impact if you don't create a team that can work well on the battlefield. You can hire two more expensive mercs with higher stats or three cheaper ones.

In general, it is better to start with more hands on deck unless you are very proficient with a smaller squad. Pure numbers don't compensate for skill and ability but early on they do help, especially when you're attempting to lug around all the items you find.

The most sought-after attributes and skills will be marksmanship and dexterity because they determine the mercs' ability to shoot. However, you can't simply pick the first few mercs with the best firing capabilities if you want to have a functional team.

In fact, the first choice should be to find a medic. Nobody goes into battle planning to be significantly wounded, but when it happens you need a doc to patch them up. The lower-tier medics can't use the big med kits, but they are capable of keeping your team in action. Also, don't expect stellar skills at firing a weapon from a field medic.

The next choice needs to be someone with good shooting ability, after all this is war. You should also look for secondary skills like mechanical so you can fix weapons and try to pick locks. Grunty is a good example of someone who would fit that role.

Lastly, you can look for someone with explosive, stealth, or other attributes as long as they also have amply firing skills. It will become apparent when looking at your initial choices that there are trade-offs in attribute skills.

The objective is to build a team that complements each of the mercs. For example, there is little point in having 2 explosive experts.

Also, pay attention to their starting gear, because that is a significant part of the cost for their contract. They will be stuck with that gun for a little while.

New Recruits

As you earn more money, you will be able to hire more mercs. However, the first priority should be to outfit your current team with good gear. Don't be too eager to hire someone cheap just to add another body to the squad.

Make sure your current team has the equipment they need to be as effective as they reasonably can be, and save enough cash to hire someone who will make an impact on the squad.

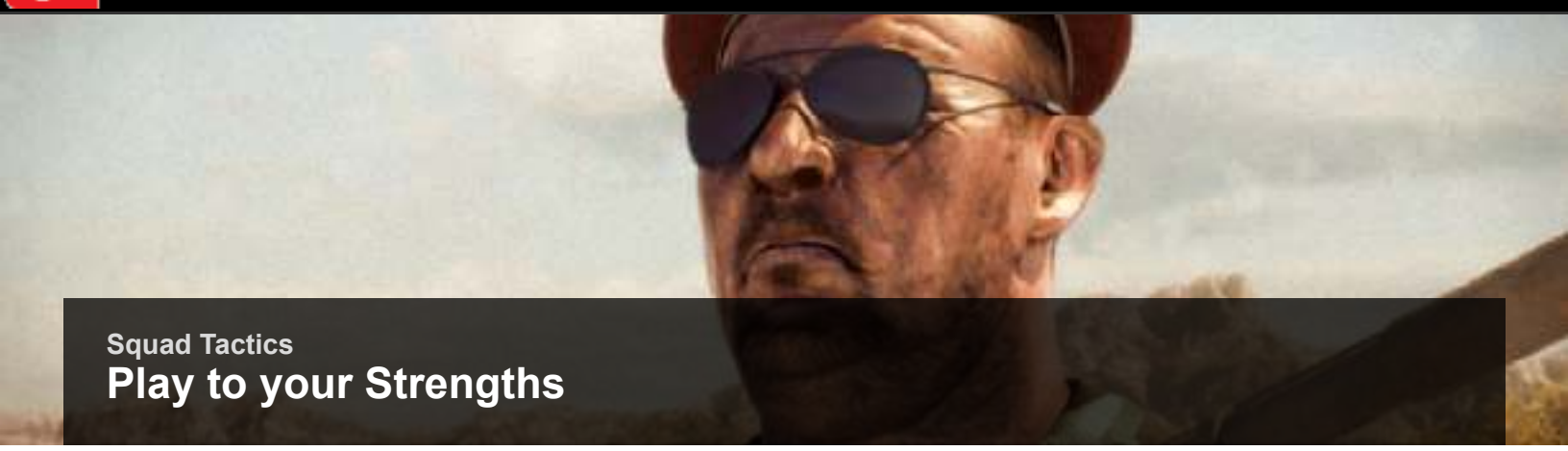
The goal should be to increase your group with someone who has skills and traits the team is lacking, such as a night ops or proficiency with a sniper rifle. Skills like explosives and mechanical might not seem urgent, but they help round out the team and allow a lot more options on the battlefield.

As the game gets more difficult, it is wise to look for someone with increased medical skills or simply a second medic. Remember that if your only medic gets KO'd, he won't be able to heal himself or anyone else.

Also, the medic's inventory becomes inaccessible if he's are unconscious. If he's the only one carrying healing items, then you are out of luck.

Once you have all the core equipment skills covered, adding mercs to your group or forming a second squad centers around your preferences for playing. Some will favor a more stealthy approach, while others will tout pure firepower and high health.

Of course, the best way to go is to find some balance that leaves you lots of alternatives. A good mix of excellent shots, stealthy warriors, and support skills like medical and mechanical will allow you to adapt to the battlefield and make the best of any situation.



Squad Tactics

Play to your Strengths

Whatever type of team you put together, it is important to utilize their strengths. Because you can choose among the mercs, you can usually find one who meets the current need of the team. Be realistic about each merc's stats, and increase what they are good at as they level up.

It's good to raise some of their weak stats if they are in an acceptable range, but most are not jacks-of-all-trades. It is better to accept them for what they are slated to do and hire someone else as a specialist in another area.

Basically, a merc who starts with low stealth and agility should not be used like a ninja, and one with low health shouldn't be used as a tank. This principle also applies to skills. Many of the mercs might be close to meeting some of the equipment requirements, but there is usually someone you can recruit who is already an expert.

More often it's better to upgrade a merc to be more effective at shooting and surviving than pumping points into another area. Also keep in mind that barely meeting equipment's requirements doesn't mean that that they will be good at using that item. The overall determination of how to develop any soldier is what that squad needs and how effective they can be in that role.

Traits are another big factor in playing to the strengths of the mercs and the team. Many have proficiency with certain weapons and the 10- or 20-percent boost is something to keep in mind before switching them to another gun category or using them in an opposite manner.

Their traits are usually a good indication what they excel at and how they should be used on the team, but they are not the whole story. Always look at their actual skills and attributes before assuming that someone with a trait like explosives is really suited to that task. Some of the most telling traits are the ones like unfit, tough, or melee mastery that should give a strong indication where they should be in the battle plan.

Squad Tactics

Morale

Morale is an issue that affects any group of people working together, and it's significant in this game. The level of morale of each merc isn’t about having a bunch of whiners or cheerful soldiers; it directly affects their performance on the battlefield.

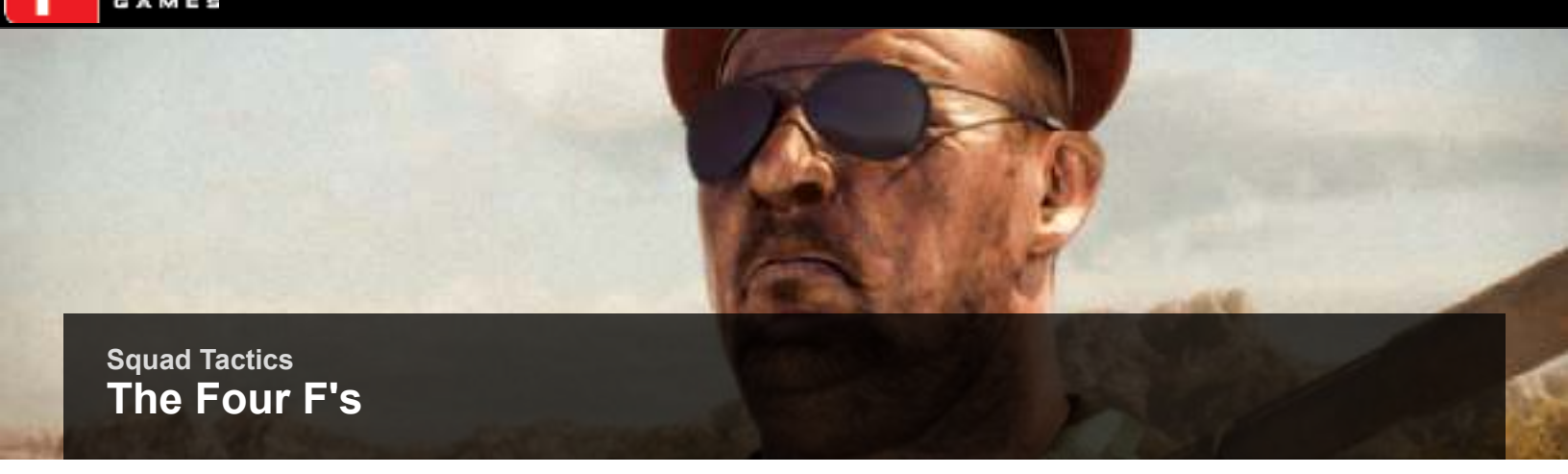
Morale can range from very low to low, normal, good, and very good. A normal morale level has no impact on the merc, and each level gives a 10 percent bonus or penalty. It may not seem like a large amount on a first glance but having a 20 percent penalty really changes the performance of that merc.

To build a good team, you need to check their traits and try to make them as happy as possible. It’s impossible to please everyone, but it is something to consider when hiring new mercs and if you need to split up a squad.

Relationships

Mercs are “real people,” with their own likes and dislikes. It takes a special type of person to become a hired gun, and you have to expect some conflicts. In fact, many of the mercs won’t join you until you have proven yourself or hired someone they like.

Putting people together who are not on good terms is never a good idea if you can avoid it. An unhappy team member brings down morale and reduces effectiveness in combat. The merc section contains a complete list of positive and negative parings.



Squad Tactics

The Four F's

The "Four Fs" are basic military tactics that apply to this game. A bit of liberty is needed to extend these principles into the game's parameters but they are a sound way of thinking about squad-based tactics.

Find

This is perhaps the most important stage because finding means scouting the enemy and determining the plan of attack. Unlike real-world situations, in the game you can see the entire map at a glance so there is no need to send out scouts or gather intel.

Still, the importance of this first step is to review enemy positions, check what type of cover they have, and find out how they are equipped. The first scan of the map will give you a good idea where enemies have great cover and where some might be exposed and open to an assault.

It is also important to notice what type of guns and armor they have. Although you can't control what they are using or find out any specifics, you should at least get an idea of what weapon type they have to know its range and effectiveness.

Once you find a weak spot to exploit, use Command Mode to verify line of sight and effective range. This initial scouting should expose some enemies that are far enough away from the strategic target and other foes that you can wipe out without drawing attention. Always pick off patrolling guards and small groups first and as far away from others as possible.

Fix

When the plan of attack is set, position your team as needed to ensure they all have the ability to open fire. Use the Plan and Go system to sync up their shots so that all the incoming fire arrives at once and overwhelms the enemy.

If you are using multiple groups or an initial stealthy attack, try to coordinate the strike using the timeline so that enemies aren't tipped off too early or get out of range.

Flanking

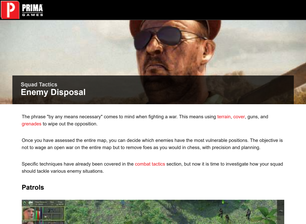
Flanking, in simple terms, means to shoot the enemy from different sides of the battlefield. Typically, this means maneuvering a separate team to the side during combat. Although that is possible in the game, flanking in Jagged Alliance generally means shooting from multiple positions.

It's not always possible or necessary to flank your foes, but it is a good tactic to implement whenever you get the chance. Also, it may not be practical to group all your mercs and fire from one direction, especially considering the different types of guns with varying effective ranges.

The crossfire that flanking generates will pin down the enemy and can confuse them, which will make it harder for them to pick their target. Keeping your team spread out can also let you move one group to a better position while the other keeps the enemy pinned down with suppressive fire. Use the Plan and Go system to coordinate these more complex assaults.

Finish

Gunning for the kill sounds like an obvious conclusion, but the real focus is on eliminating each priority target as quickly as possible. This means teaming up on enemies to bring them down fast. Even a wounded enemy is a threat. The sooner you reduce their numbers, the sooner the tides of battle shift in your favor.



Squad Tactics

Enemy Disposal

The phrase "by any means necessary" comes to mind when fighting a war. This means using terrain, cover, guns, and grenades to wipe out the opposition.

Once you have assessed the entire map, you can decide which enemies have the most vulnerable positions. The objective is not to wage an open war on the entire map but to remove foes as you would in chess, with precision and planning.

Specific techniques have already been covered in the combat tactics section, but now it is time to investigate how your squad should tackle various enemy situations.

Patrols

The general plan is to have your team work from the outside in eliminating the opposition. The first step is to scan the map and look for any straggling guards.

They often roam far away from the safety of their comrades and can be picked off easily because your team will outnumber them.

Wiping them out is pretty simple, but make sure they are not within range of their pals or use stealthy methods to eliminate them.

A Single Problem

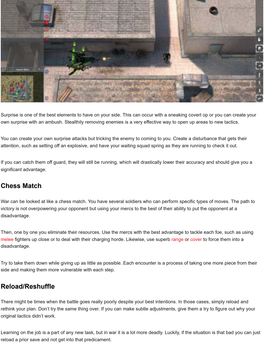
Enemy placement is somewhat random but many times a single enemy stands in the way of your master plan. If you find a spot that makes you think "if only that guy wasn't there," use stealth to correct the problem.

This is where a merc with silent movement and good blending skills should be able to get in range to take out this pest quickly. A silencer in the hands of a stealthy merc can remove a guard even if he is close to his pals. Use a quiet kill to take out any foe who is not in the line of sight of his allies.

Outnumber/Outgun

Whenever possible, don't engage in a fair fight. Always try to outnumber and outgun your foes. Use your entire team to focus on attacking a smaller number of enemies and removing them as quickly as possible. Don't tackle a superior number of enemies. If you get outmanned, retreat to a safe spot and remove any pursuers.

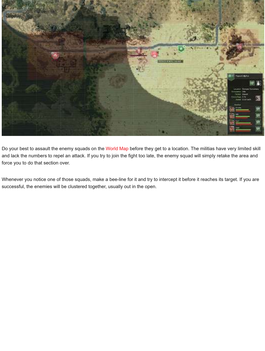
Prioritize



When looking for the battlefield, check for enemies that are heavily armed and armored. Save them for last, if at all possible. However, if you engage a group and they enter the fray, focus your team on eliminating the biggest threat first.

Depending on the level of the threat, it might be wise to double or triple team a lethal enemy to avoid taking substantial damage. Also prioritize taking over a key position that might give you a tactical advantage over the rest of the enemies.

Cluster of Enemies



Small tight groups of enemies can be hard to deal with if they all have cover and are facing in different directions, preventing any easy angle of attack. Splitting up your team to attack from multiple angles may not be enough to divide and conquer.

The first option is to draw them out by manually firing and trying to get them to scramble. If that doesn't work, use a grenade to nullify their combined threat. Even with superior numbers don't go toe to toe with well-fortified enemies because you will end up taking too much damage.

Slow and Tactical

Be patient and take your time. Although it is more exciting to allow all the action to unfold in real time, it can be a bad idea to allow a large firefight to occur that quickly. Utilize the Plan and Go system to place each merc in the best position and let them do their jobs.

Allow them to execute their orders in real time, but return to Command Mode when you need to make adjustments. Don't simply leave your squad members to fend for themselves when you can pause the action and decisively make adjustments based on the entire squad.

Element of Surprise

Surprise is one of the best elements to have on your side. This can occur with a sneaking covert op or you can create your own surprise with an ambush. Stealthily removing enemies is a very effective way to open up areas to new tactics.

You can create your own surprise attacks but tricking the enemy to coming to you. Create a disturbance that gets their attention, such as setting off an explosive, and have your waiting squad spring as they are running to check it out.

If you can catch them off guard, they will still be running, which will drastically lower their accuracy and should give you a significant advantage.

Chess Match

War can be looked at like a chess match. You have several soldiers who can perform specific types of moves. The path to victory is not overpowering your opponent but using your mercs to the best of their ability to put the opponent at a disadvantage.

Then, one by one you eliminate their resources. Use the mercs with the best advantage to tackle each foe, such as using melee fighters up close or to deal with their charging horde. Likewise, use superb range or cover to force them into a disadvantage.

Try to take them down while giving up as little as possible. Each encounter is a process of taking one more piece from their side and making them more vulnerable with each step.

Reload/Reshuffle

There might be times when the battle goes really poorly despite your best intentions. In those cases, simply reload and rethink your plan. Don't try the same thing over. If you can make subtle adjustments, give them a try to figure out why your original tactics didn't work.

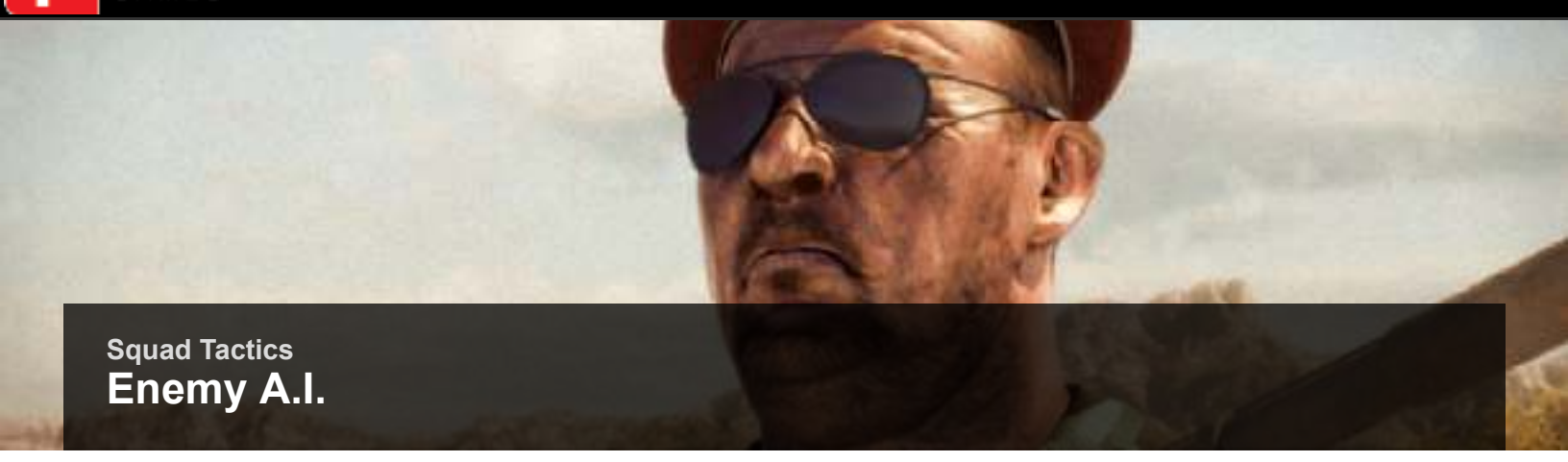
Learning on the job is a part of any new task, but in war it is a lot more deadly. Luckily, if the situation is that bad you can just reload a prior save and not get into that predicament.

One very important thing to remember is that when you go to the World Map, the enemies reshuffle to some extent. Many have set spots that they will stick to, but even changing a few that are randomly placed foes can have a huge impact on each situation.

Enemy Squads

Do your best to assault the enemy squads on the World Map before they get to a location. The militias have very limited skill and lack the numbers to repel an attack. If you try to join the fight too late, the enemy squad will simply retake the area and force you to do that section over.

Whenever you notice one of those squads, make a bee-line for it and try to intercept it before it reaches its target. If you are successful, the enemies will be clustered together, usually out in the open.



Squad Tactics

Enemy A.I.

Dealing with enemies translates into predicting how the enemy AI will respond to a situation and using your squad to take advantage of any weakness. Unfortunately for your squad, the AI is pretty good and will use solid tactics against you.

There are times when enemies will blindly rush into your ambush, but many of them will use cover very effectively and wait for you to come to them. Also, the computer AI knows exactly when it can make a shot through objects and at various angles.

Some foes may charge around a corner right into your killing corridor, but many will try to find an angle to hit you without exposing themselves. Also, enemies who know they can't get to you easily will use grenades to try to flush you out.

The AI may not seem that impressive early on, but as you progress through the game it will be a lot more aggressive, which means you have to take fewer chances with your team. Keep in mind that the AI can act just as effectively as your own squad and don't make the mistake underestimating it.

However, the AI does provide some breaks and it uses a lot of visible and verbal clues. You can also get a quick peek at the enemies' field of view when you enter Command Mode and view the red visions cone.

This will give you the most obvious intel on where the enemy can detect you. The other clues are not as clear, but when you're attempting to sneak up on the enemy if they hear you they might verbally call out "is someone there?" If you hear those kinds of warnings, stop moving immediately.

As long as they don't see, you the enemy will eventual declare it a "false alarm" and go back to their usual business. Also, enemies can be forgetful, and if you retreat from combat they will stop looking for your squad. Enemies near a skirmish will join the fight, but you can tell how to respond to the assistance by the verbal clues such as "they're over here" or "I need help."

You can also see enemies waving each other on. If you pause the action, you should be able to see the red outlines of enemies who are advancing to your position versus the ones that are staying put. Enemies will pursue you to some extent, and you can use this tendency to lure them into a trap.

Retreat

The best of plans don't always go your way, but it is how you deal with the situation that really matters. If you get into an encounter and your cover or tactics are completely failing, get the heck out of there. Don't try to power through a really bad spot.

Running away is not cowardly it is tactical and done effectively. This means you don't run in a straight line that allows your foes a few free shots at your backside. If things get ugly, enter Command Mode and search for a decent spot to run, preferably somewhere with cover.

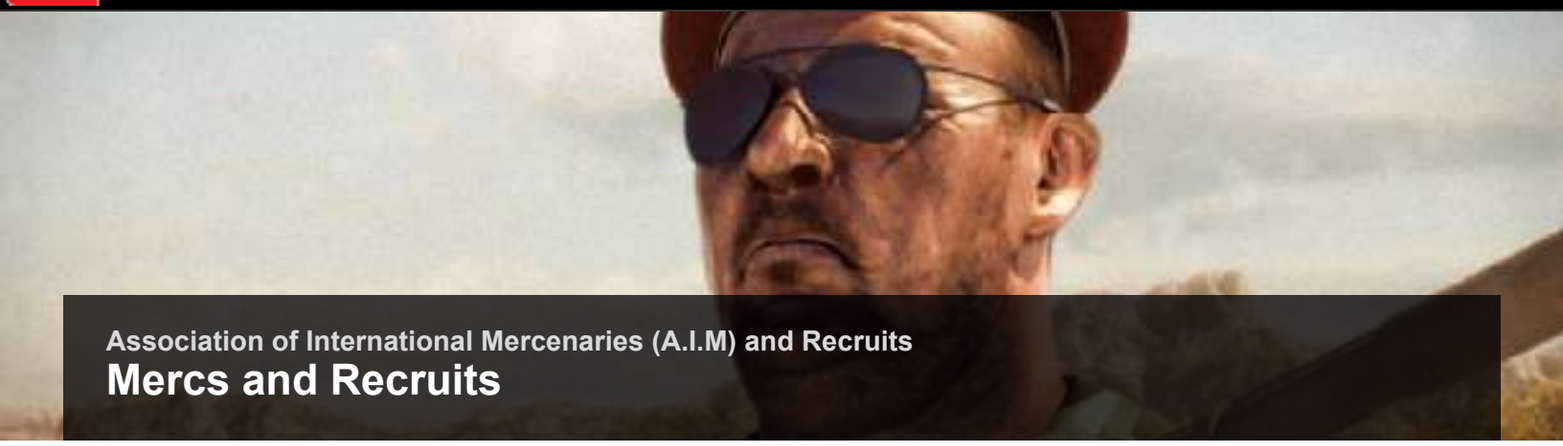
Depending on the condition of your squad, you might need to use Plan and Go to lay down some suppressive fire from one of your superior mercs. If the situation is a total mess, you might want to just reload from the autosave and try a different attack plan or bail a lot earlier to stem your losses.

Squad Tactics

Night Ops

Several mercs have a night ops trait that gives them a morale boost when engaging the enemy under cover of darkness. Although it's not always easy to make each soldier happy, attacking at night can be effective for other members of the squad.

At night, it is harder for the enemies to see your squad. This can give a big boost to your stealthy mercs and make them even more efficient killers.



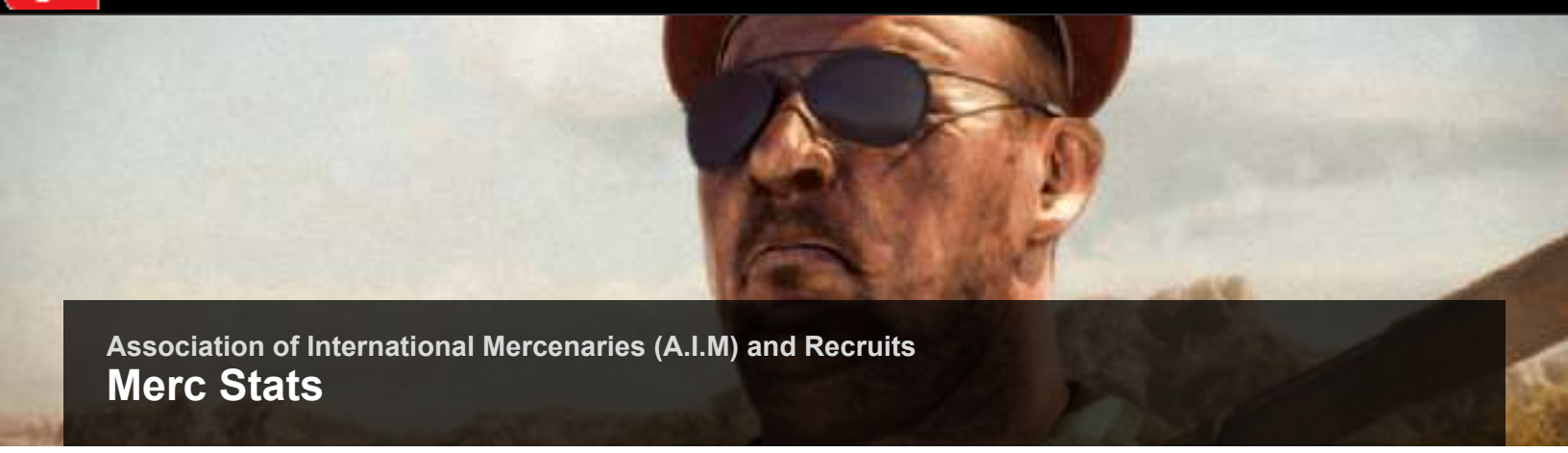
Association of International Mercenaries (A.I.M) and Recruits

Mercs and Recruits

To overthrow the dictator Deidranna, you will need a hard-core team of the best soldiers you can afford. There are 40 mercs you can hire throughout the game, along with several local inhabitants who can be recruited to your cause.

Survival on the battlefield depends on your tactics and the men and women who are carrying out those orders. No single soldier can pull off a movie-style one-man show, so you must build a team of mercs who can work together as a complete and cohesive unit to get the job done.

Knowing your mercs' abilities, stats, gear, and even personalities is a critical part to planning and executing an assault. Become familiar with all the core aspects that make up each soldier and then delve into their specific strengths, weaknesses, and unique traits to create an effective squad.



Association of International Mercenaries (A.I.M) and Recruits

Merc Stats

Attributes

- Agility – Determines maximum stamina and how fast a merc can move and react to orders issued to them.
- Dexterity – Used for aiming, repairing weapons, and explosives.
- Strength – Determines maximum health, damage dealt with melee weapons, and the likelihood of forcing a locked door with a crowbar.
- Intelligence – Used for medical checks and defusing land lines, and determines how quickly your merc gains experience.
- Perception – Determines how far your merc can hear and see. Used to notice enemies and landmines and to determine the extent of their field of vision in Guard Mode.

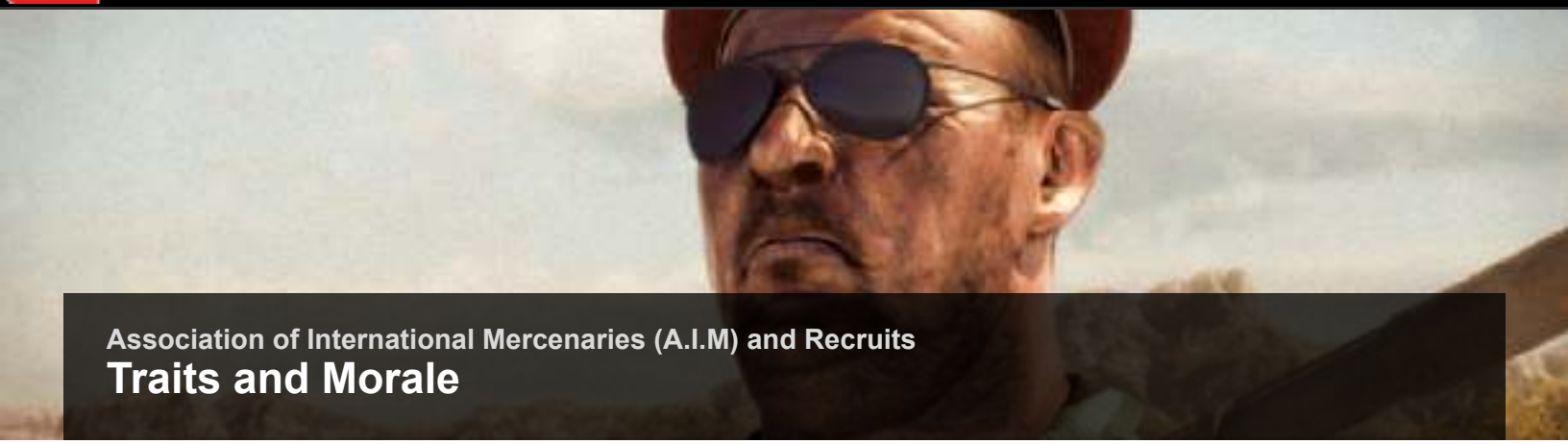
Skills

- Medical –What healing items a merc can use and how successful he or she will be.
- Explosives –What explosives a merc can plant or disarm and how successful he or she will be at handling explosives.
- Mechanical – Determines what tools a merc can use to repair weapons and restore their durability. Also affects success of using lock picks to unlock doors.
- Stealth – How much noise a merc makes when he or she is moving.
- Marksmanship – How well a merc can aim and the likelihood of hitting the target.

Other Stats

Although each of the skills and attributes are very important to consider when deciding to hire mercs and how to use them, there are some very basic stats that are important to a merc's survival:

- Health – Determined by the merc’s strength value. Health is reduced when you take damage. If it is reduced to zero, the merc is in critical condition and near death. If the merc isn't healed or his condition can’t be stabilized, he will die. Death is permanent in this game, and if a merc is lost he is gone forever! Different healing items can restore health as well as treat wounds.
- Stamina – This is represented by a merc’s agility value. Stamina decreases when a merc moves. The rate at which it decreases depends on the type of movement. For example, slow movement such as crawling (prone) will decrease stamina a lot more slowly than running. Stamina is also affected by traits that can hinder or enhance the stamina depletion rate. Stamina will regenerate whenever a merc stands still for a while. If a merc completely depletes his stamina, he will move very slowly and will continue to complain until you let him catch his breath. Moving on the World Map often involves trekking across great distances. This will reduce mercs’ stamina if they don’t rest before entering a combat area. If a merc is not allowed to rest prior to entering a location, his stamina bar can be permanently reduced until he returns to the World Map.
- Load Weight – This is the maximum amount a merc can carry. If the merc is carrying too much, she won’t regain stamina and will only be able to move very slowly.
- Camouflage – There are four types of camo: woods, urban, desert, and night. A swatch is shown for each type with the current amount in the character details view. This is directly determined by the type of clothing and armor you give your merc. Matching similar types of camo increases its overall percentage and thus your effectiveness to remain unseen on that terrain or at that time of day.
- Experience – This represents the current experience points your merc has earned. Experience is gained through several activities, such as eliminating enemies and using your skills with various pieces of equipment. The number in parenthesis is the goal you must achieve to increase the merc to the next level. When a merc has leveled up, he gets 7 training points that can be placed into any skill or attribute to improve the merc.



Traits and Morale

Traits are specific abilities that differentiate each merc and represent their essential being. Unlike attributes and skills, traits can't be developed or improved later in the game.

Traits can be either positive or negative, yielding a bonus or penalty to a merc's performance. There are two trait classifications: skill based and character based.

The skill-oriented traits indicate which weapons the soldier is proficient in. This advanced skill gives them a 10% bonus when shooting with that class of gun.

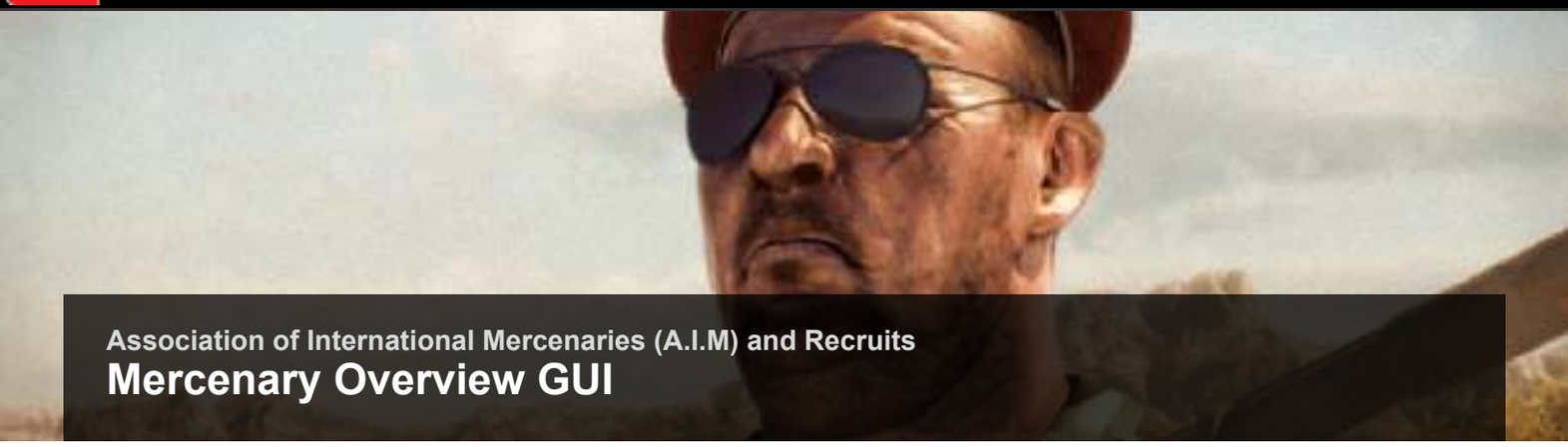
Some mercs are experts at handling specific guns and gain a 20% bonus when using with that firearm. Character traits have a wide range of variety that can directly affect their performance, such as the unfit trait.

Other traits can raise or lower morale, which ultimately leads to a plus or minus in their overall performance.

A merc's morale is simply how content or dissatisfied they are. Morale is influenced by several factors, but the most obvious are their traits and their relationships with other mercs in their squad.

Morale is a lot more of an issue than keeping a team of happy campers. Each merc can get a bonus or penalty to all their equipment checks based on their morale. A merc's morale has a default value of normal that has no positive or negative effect on them.

However, it can rise or fall to good, very good, low, and very low. Each tier represents about a 10% bonus or penalty, so a merc who is feeling very good will get a significant 20% boost.



Association of International Mercenaries (A.I.M) and Recruits

Mercenary Overview GUI

Any time you are in the deployment area of a location you will see a very detailed overview of each merc on the left side of the screen.

These small graphical sections contain a lot of valuable info. The intuitive design allows you to see your merc's condition and gear at a glance.

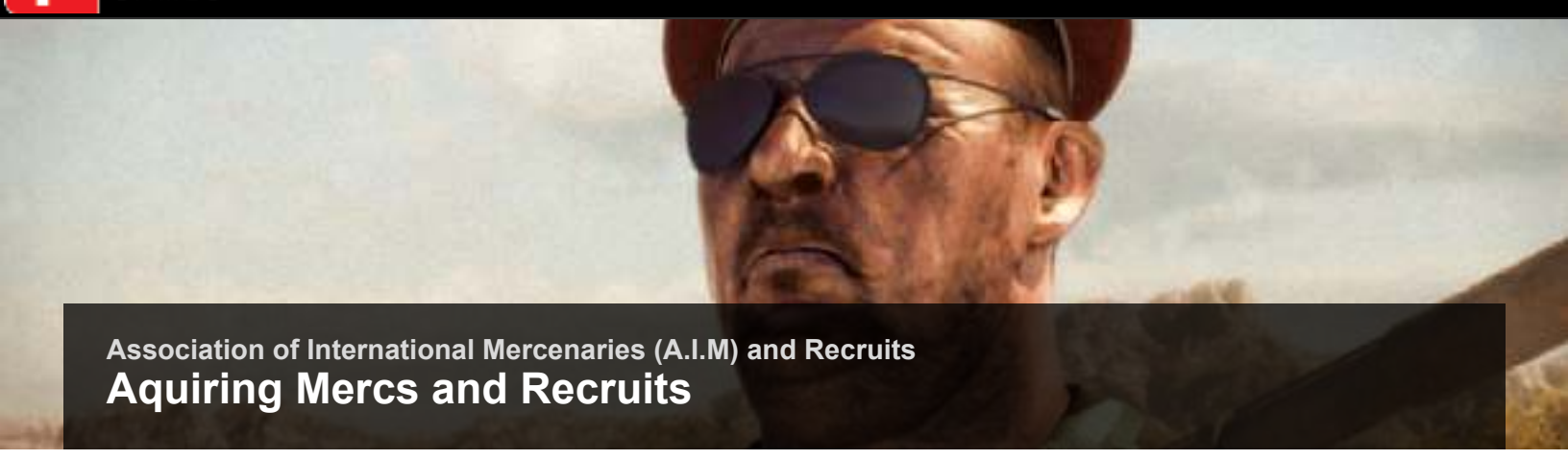
States

The portrait of your merc is more than just a pretty picture. This area is used to display the state of each merc. When an icon appears on the portrait, it means something significant has happened and you should address it immediately.

- Skull – The merc is near death and must be healed fast or they will perish forever.
- Man down – The merc has been stunned and can’t carry out any orders.
- Drop of blood – The merc is losing blood and his health will slowly drain away. He must be bandaged to stop the bleeding,
- Medical plus sign – The merc is injured and the wound is affecting one of his attributes. You must use a MedKit to heal him.
- Weight with X on it – The merc has exceeded his maximum load weight. He will regenerate stamina slowly depending on how long max has been surpassed. Drop items or give them to another merc.
- Up arrow – The merc has earned enough experience to advance to the next level. Open their character view and assign the training points.

Stats and Gear

Next to the portrait of your merc are four vertical bars that represent a visual indication of their health, stamina, visibility, and level of noise. A quick glance is all you should need to find out the vital information for each merc. Next to these bars are several other important pieces of information, such as the active weapon with a durability indicator, type and amount of ammo, and the item in their alternate use or quick use slot.



Association of International Mercenaries (A.I.M) and Recruits

Aquiring Mercs and Recruits

Hiring

At the start of the game, all 40 mercs from A.I.M. are accessible. But that doesn't mean you can afford all of them or even that they will be willing to join you.

Once you have obtained enough money to commission a merc, you will have a few other factors to contend with. Each merc has a distinctive and often comical personality that you will need to work with.

Although their comments and commentary are very amusing, their personal opinions and biases make it a lot harder to form a team. Many mercs will only join you if you have someone they like on the squad, while others will refuse your contract because of the people you have already hired.

You can separate squads and rejoin various mercs but if a soldier is in a squad where they don't get along, they will complain and lose morale. For a quick overview of each merc's likes and dislikes, check out the chart below.

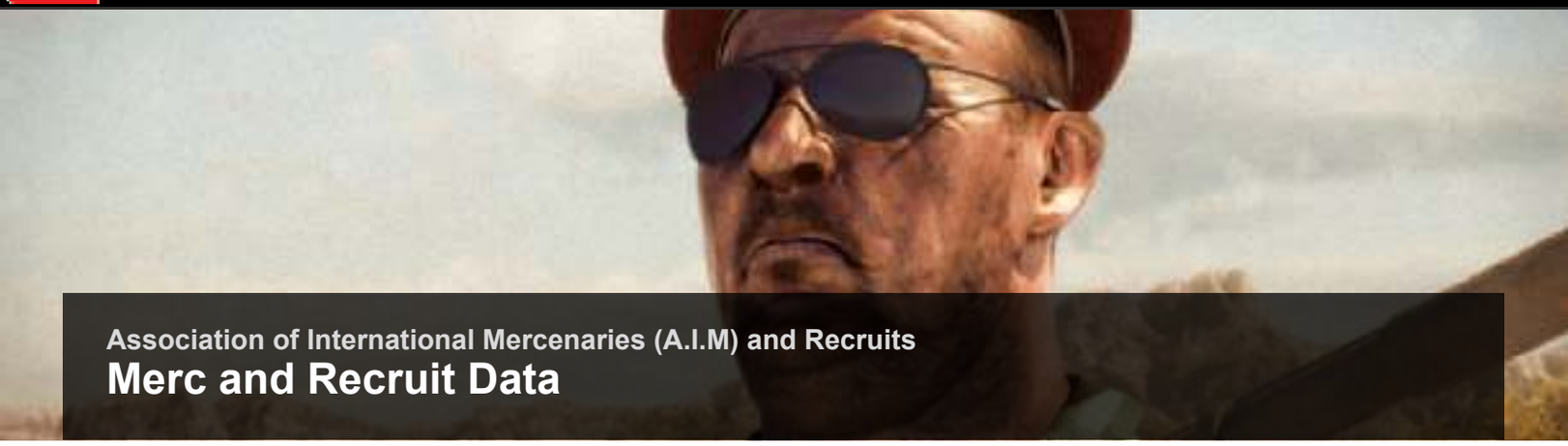
Name	Likes	Dislikes
Barry Unger	Red	-
Blood	Magic	Cliff
Bull	Nails	Biff
Buns	Sidney	Reaper Fox
Buzz	-	Lynx
Cliff	-	-
Danny	-	Steroid
Dr. Q	Vicki	-
Fidel	-	-
Fox	Wolf Grizzly	Steroid
Grizzly	Bull Shadow Wolf	Dr. Q
Grunty	Ivan Buns	-
Gus	Len Scully	-
Hitman	Grunty Raven	Raider
Ice Williams	Magic Grizzly Blood	-
Igor	Ivan Grunty	-
Ivan	Igor Grunty	-
Len	Vicky Dr. Q	-
Lynx	Ice	Buzz
Magic	Blood Ice	Buns -
Malice	Fox Spider Meltdown	-
MD	Danny	-
Meltdown	Stephen	-
Nails	Fox Bull	-
Raider	Raven	Hitman
Raven	Raider Spider	-
Reaper	-	-
Red	-	Buns
Scope	Sidney	-
Scully	-	-
Shadow	-	-
Sidney	Scope Stephan	Iggy
Spider	Vicki Static Raven	Buns
Static	Larry Spider	Stephan
Stephan	Meltdown	Static Nails
Steroid	Grizzly	Igor Ivan
Thor	Ice Static	Spider
Trevor	Thor	Fidel
Vicki	Spider	
Wolf	Fox Lynx	

Recruits

Recruits are locals of Arulco who will offer to join your cause after you have completed a specific quest. Getting a "free" merc sounds too good to be true, but nothing is ever free. First, you must complete their quests. Some are very straightforward, but others are very daunting.

Also, although you won't have to pay cash for them to join, you may have to pay in another way. Many are untrained and unarmed, which will still have a cost on your resources. It also means you will need to put a lot of time to level them up to the specs of a proper merc.

Not to mention you need to completely equip them from the ground up. Still, even the lower stat recruits can be very useful to form a backup squad or to protect a highly sought-after location from enemy squads. On the opposite end, there are few excellent recruits who are every bit as effective as the mercs from A.I.M. Before you extend a lot of effort to gain a new recruit, check their stats to see if they really going to be an asset to your current situation.



Association of International Mercenaries (A.I.M) and Recruits

Merc and Recruit Data

Merc Data

Name	Starting Level	Agility	Dexterity	Strength	Intelligence	Perception	Medical	Explosives	Mechanical
Cynthia 'Fox' Guzzman	2	85	83	55	66	88	72	8	15
Donna “Spider” Houston	1	56	69	68	90	72	94	0	0
John “Bull” Peters	2	59	44	98	64	60	10	17	25
Dr. Michael “MD” Dawson	1	62	70	76	94	45	80	0	7
Helmut “Grunty” Gunther	3	79	59	71	72	72	22	28	44
Monica “Buns” Sonderguard	2	75	78	59	93	72	48	4	8
Igor Dolvich	2	89	70	82	84	86	17	19	36
Bobby “Steroid” Gontarski	1	56	48	97	52	62	22	13	76
Barry Unger	2	72	78	80	85	90	20	78	44

Ernie “Red” Spragg	4	66	81	69	79	77	5	82	33
J.P. “Malice” Viau	3	81	92	89	55	64	12	16	14
Steve “Grizzly” Bornell	2	69	50	95	62	72	8	37	24
Frank “Hitman” Hennesy	4	77	40	69	74	88	3	39	11
Norma “Meltdown” Jessop	3	74	80	76	82	83	3	60	22
Keith “Blood” Hanson	3	94	80	82	75	78	51	31	23
Peter “Wolf” Sanders	3	83	80	85	76	71	48	40	65
Dr. Q Huaong (“Dr. Q”)	3	92	81	73	91	54	87	20	19
Thor Kaufman	3	83	80	89	77	74	70	11	35
Edgar “Nails” Smorth	4	60	78	90	63	79	11	78	63
Dr. Daniel “Danny” Quinten	3	99	75	69	91	65	88	0	12
Dr. Clifford “Cliff” HighBall	4	65	53	64	87	78	85	31	24
Sidney Nettleson	5	70	91	76	78	89	44	15	2

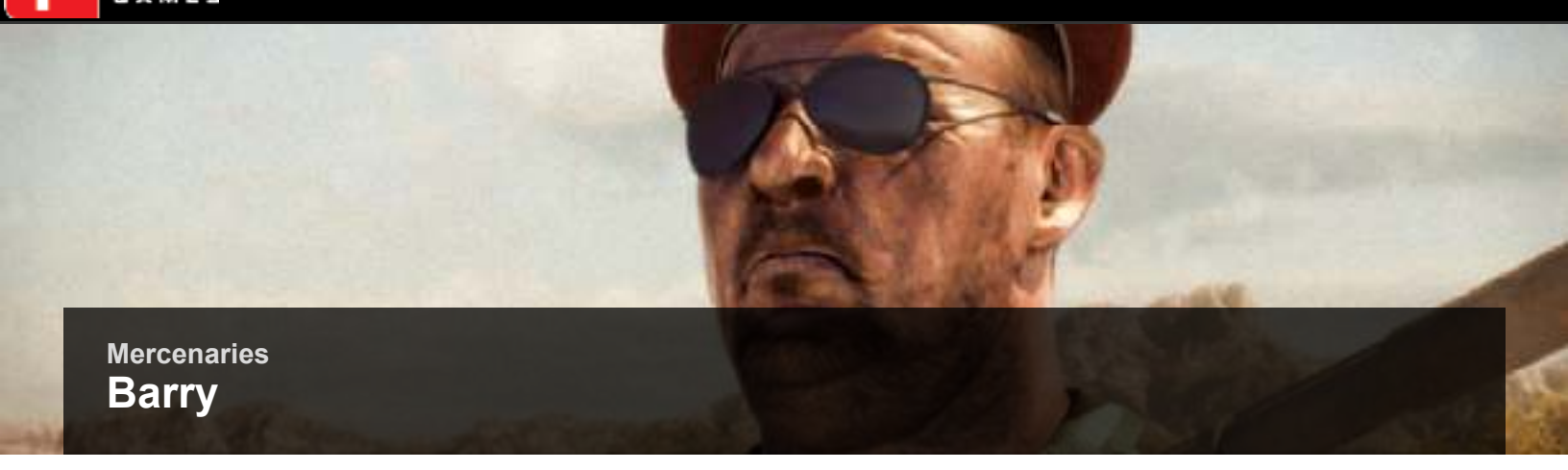
Stephen Rothman	5	71	78	80	94	80	25	66	15
Ice Williams	3	88	82	84	78	86	7	3	42
Fidel Dahan	3	83	64	83	71	64	30	97	6
Ron “Raider” Higgens	4	71	72	80	76	87	11	20	12
Luisa “Buzz” Garneau	4	84	47	68	90	96	0	19	5
Kirk “Static” Stevenson	4	66	74	69	79	78	5	28	99
Charlene “Raven” Higgens	5	76	90	56	77	94	17	5	5
Victoria “Vicki” Waters	4	85	72	72	85	72	18	28	94
Corp. Len Anderson	7	80	82	77	83	81	35	47	54
Trevor Colby	4	77	98	79	95	97	7	78	99
Rudy “Lynx” Roberts	4	79	86	77	71	73	34	50	29
Ivan Dolvich	4	90	85	87	82	83	15	55	14

Kyle “Shadow” Simmons	5	96	83	88	77	78	30	22	12
Sheila “Scope” Sterling	5	89	76	64	81	99	17	21	4
Carl “Reaper” Sheppards	6	92	82	79	81	92	2	47	37
Earl “Magic” Walker	5	99	89	92	80	94	24	27	91
Robert James “Scully” Sullivan	5	90	92	85	93	92	36	66	61
Gus Tarballs	8	65	80	82	94	97	68	92	80

Recruit Data

Name	Location	Complete Quest	Starting Level	Agility	Dexterity	Strength	Intelligence	Perception	Medical	Ex
Carlos	Hideout West of Tixa Prison	Bloodcat Marauders	6	70	62	64	89	79	27	51
Conrad	Alma City	Military Madness	5	65	70	93	92	80	25	30
Devin	Balime Slums	Recruit Devin	6	91	89	71	93	76	0	93
Dimitri	Rebel hideout	Down the Drain	1	80	62	78	53	70	9	17

Dr Vince	Cambria Hospital	Secure the Radar Stations	2	69	81	88	93	90	95	0
Dynamo	Tixa Prison	Free Dynamo from His Prison Cell	7	86	81	91	90	72	11	24
Hamous	Beach Promenade	Recruit Hamous	2	61	52	74	81	58	37	2
Iggy	San Mona	Poor People Are Poor Customers	2	81	78	83	90	78	27	24
Ira	Drassen City	Drassen Is Running Dry	2	89	75	43	87	88	37	4
Maddog	Estoni	The Kids Are Alright	1	80	83	67	82	60	11	53
Miguel	Rebel hideout	The Miner's Secret Stash	6	78	72	89	93	86	12	31
Shank	Tixa prison	Free Shank from His Prison Cell	3	74	85	75	71	78	31	37



Mercenaries

Barry

NAME : Barry Unger
HEALTH : 80
STAMINA : 72
STARTING LEVEL : 2

CONTRACT

HIRING COST : $9,500
EQUIPMENT COSTS : $3,865
TOTAL COSTS : $13,185

STARTING GEAR

GEAR	IMAGE
.38 W&S Revolver	
.38 Special x18	
LockSmith Kit	
Defuse Kit	
C4 with Remote Control	
Light Flak Jacket	
Shirt	
Kevlar Pants	
Military Boots	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	72
DEXTERITY	78
STRENGTH	80
INTELLEGENCE	85
PERCEPTION	90

SKILLS

SKILL	LEVEL
MEDICAL	20
EXPLOSIVES	78
MECHANICAL	44
MARKSMANSHIP	50
STEALTH	36

TRAITS

Explosives Expert at using explosives

Team player: Morale rises when working in a full squad

Wimp: Morale decreases when health is low

Strengths/Weaknesses

Barry is the cheapest merc you can hire who is capable with explosives. More than that, he's got an expert trait with them, meaning you'll want to fill his inventory with your team's heavy ordnance.

The wimp trait isn't a big deal because you'll generally be keeping Barry off the front lines and close to the doc. Just be sure to heal him up as soon as he starts taking damage, or you'll see his performance start to suffer.

Tactics

Keep Barry away from the front as one of your rear-guard mercs, preferably with a medic at his side to offset the drawbacks of the wimp trait, should the need arise. You'll want to eventually replace his default revolver with something that has a bit more range.

An assault rifle is best because its range can keep him out of harm’s way. You'll want to keep Barry's inventory space relatively clear to make room for explosives. Once you develop his skills a bit, you'll also need to fill some of that space with mechanical skill tools.

Barry can be hired from the very beginning and none of the other mercs dislike him, which means that adding him to your team won't prevent you from bringing on someone else.

Long-Term Play

The key with Barry is that high starting dexterity. That attribute informs explosives, mechanical, *and* aiming checks, the three highest skill ratings that he starts out with.

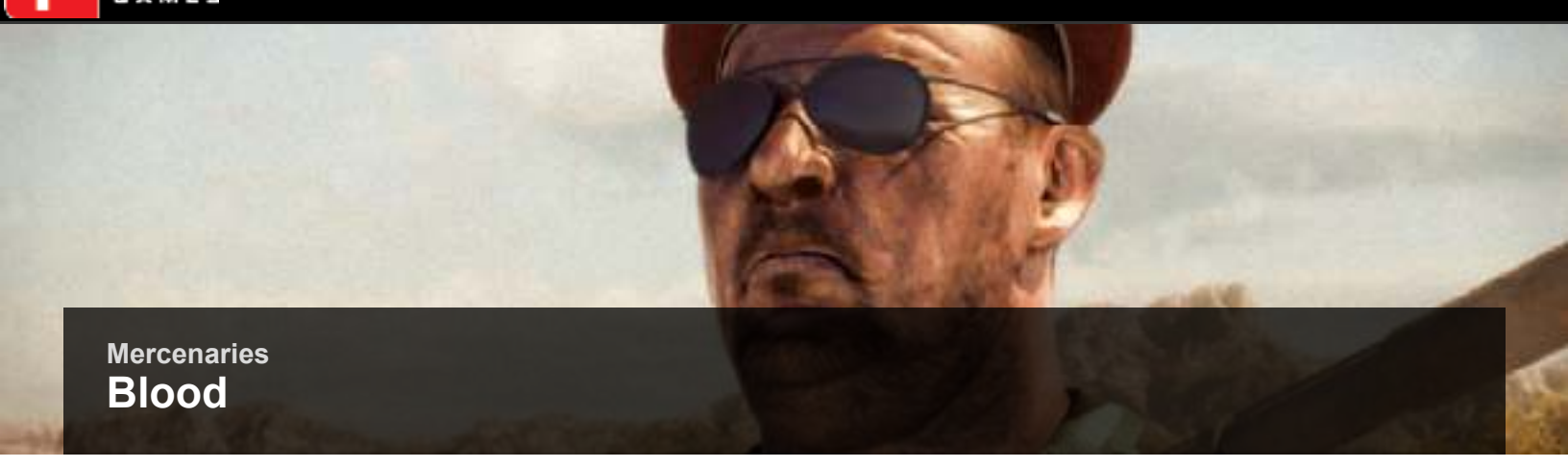
Although it will never hurt to put points into explosives or dexterity, they start out high enough that you might be better off building up Barry's lower skill ratings with the initial helpings of points you receive for leveling up.

Mechanical is the more critical of the two because Barry won't be able to access the highest level tool kit until his rating is at 50. After that, scatter your points between mechanical and dexterity, maybe dumping one or two into marksmanship and/or explosives every few levels.

Favor dexterity over marksmanship, though, as the higher attribute rating will boost Barry's shooting abilities while also making him a more effective mechanic and explosives guy.

All in all, Barry is a great merc to have on your squad because he can start filling the dual role of explosives expert and mechanic pretty much from moment one. Just keep him well protected and preferably on a full squad as early as you can, to take advantage of the team player trait.

Not only does he get a morale boost for that, it can also offset the temporary hit Barry's morale takes if his health drops too low.



Mercenaries
Blood

NAME : Keith "Blood" Hanson
HEALTH : 82
STAMINA : 94
STARTING LEVEL : 3

CONTRACT

HIRING COST : $9,000
EQUIPMENT COSTS : $8,490
TOTAL COSTS : $17,490

STARTING GEAR

GEAR	IMAGE
MP5K SMG	
9mm Parabellum x15	
9mm Parabellum x15	
Knife	
Medkit	
Kevlar Vest	
Shirt	
Kevlar Pants	
Coreplayer	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	94
DEXTERITY	80
STRENGTH	82
INTELLEGENCE	75
PERCEPTION	78

SKILLS

SKILL	LEVEL
MEDICAL	51
EXPLOSIVES	31
MECHANICAL	23
MARKSMANSHIP	58
STEALTH	47

TRAITS

Melee mastery: Expert at using melee weapons

Athletic: Slower decrease of stamina when running

Strengths/Weaknesses

Blood is one seriously fit merc, between his high starting agility rating and athletic trait.

He's capable with a gun, but his real talents are evident in his melee mastery trait. Blood also has reasonably high starting stats in medical, marksmanship, and stealth.

His only real downside is that he's rather expensive for a starting merc. You probably won't want him for your starting lineup, but he's a good pickup with your second or third round of hires.

Tactics

Blood's high starting stats and good-but-not-great medical/marksmanship/stealth skills make him viable as one of your more multipurpose mercs.

From the moment he hits the battlefield, you can effectively rely on Blood as a front line combat medic who can also bring out his blade to keep any CQC enemies that rush in at bay. As his stats develop, you'll eventually also come to rely on Blood for covert ops, which take better advantage of his melee mastery trait.

Also note that Ice and Magic are both fans of Blood, though you likely won't be hiring either of them until later on.

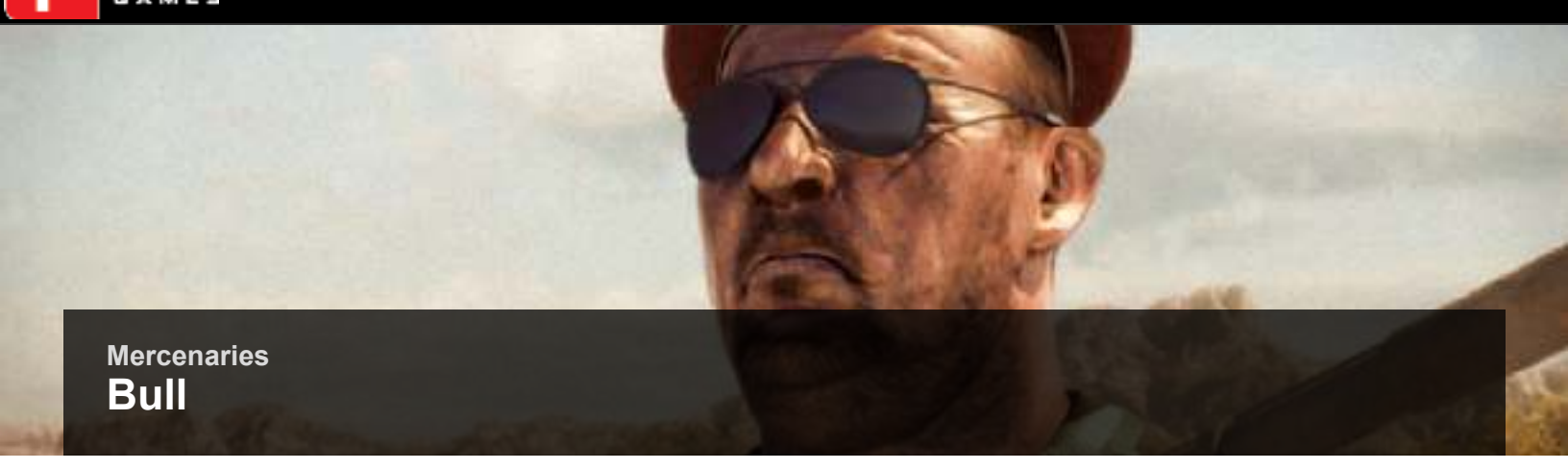
Long-Term Play

Blood's attributes are high enough to start with that you can safely leave them alone for a while and focus instead on developing his skills. The numbers tell the story here. Medical, marksmanship, and stealth are the highest rated of the bunch by default, and they're the ones you'll want to build on.

Focus first on stealth. Not only is it the lowest, but it also plays to the strengths that Blood draws from his melee mastery and athletic traits. Development from there depends largely on how you want this multi-talented merc to fit into his squad.

If you're short on medics, then you'll definitely want to prioritize improving that medical rating, while also tossing some occasional points into dexterity. Doing so will not only help Blood's medical checks, it will also improve his ability to shoot effectively.

You may also want to consider swapping out that starting SMG with something that has a bit more range. Blood can safely rely on his CQC skills for stealth actions, so give him a machine gun or even a scoped assault rifle to take better advantage of his already-high starting dexterity/marksmanship combo.



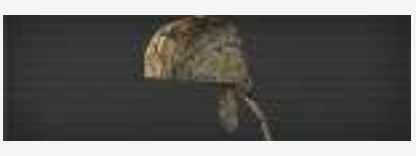
Mercenaries
Bull

NAME : John "Bull" Peters
HEALTH : 98
STAMINA : 59
STARTING LEVEL : 2

CONTRACT

HIRING COST : $4,500
EQUIPMENT COSTS : $5,550
TOTAL COSTS : $10,050

STARTING GEAR

GEAR	IMAGE
Deagle Pistol	
.357 Magnum x9	
Machete	
Light Flak Jacket	
Crowbar	
Spectra Leggings	
Shirt	
Bandana	
Military Boots	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	59
DEXTERITY	44
STRENGTH	98
INTELLEGENCE	64
PERCEPTION	60

SKILLS

SKILL	LEVEL
MEDICAL	10
EXPLOSIVES	17
MECHANICAL	25
MARKSMANSHIP	52
STEALTH	25

TRAITS

Tough: Take less damage in melee combat

Unfit: Faster decrease in stamina when running

Melee mastery: Expert at using melee weapons

Strengths/Weaknesses

There's really no kind way to put this: Bull is a project merc, and he won't be a lot of help to you at the start of the game. He's got an extremely high strength rating and a lot of health as a result.

His melee mastery is also a big because he gets an added boost to melee combat in addition to the boosts he gets from having a high tough trait. Unfortunately, those pluses are offset by a sizable downside: the unfit trait.

When running, Bull's stamina decreases rapidly. His starting agility isn't terribly high either, which means there's not a whole lot of stamina for him to burn through.

Tactics

If you pick up Bull early in the game, you'll find that he's probably best suited to sticking close to the squad and taking on any melee soldiers that the enemy sends forward.

However, Bull's stealth is too low to easily allow him to sneak up behind unsuspecting enemies.

The high strength rating means he can soak up plenty of damage, but it's still awfully risky to send him running headlong into enemy fire because any stamina he drains in the approach will make it that much harder to get away if things go bad.

Bull's affinity with Nails gives you another potential close-range fighter to start out the game with, and a much more formidable one, but take note that he's not a fan of Fox. If you want her as your medic, be sure to pick her up after Bull.

Long-Term Play

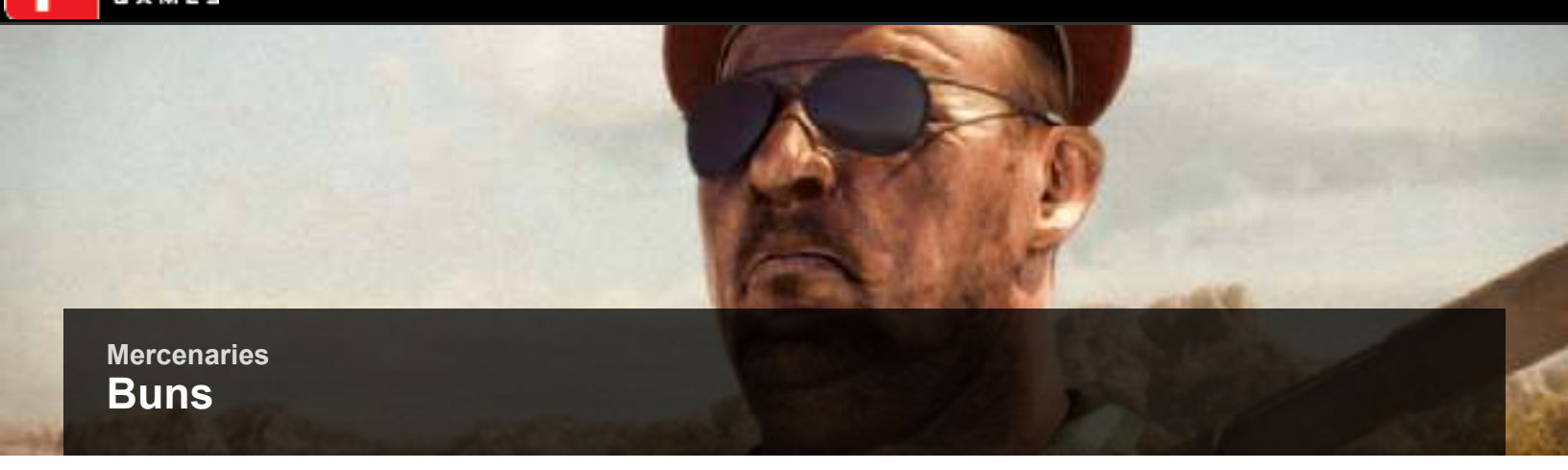
As far as developing Bull goes, his starting stats are low enough that you could really go in a number of different directions. Most critical at the start is boosting his agility because the unfit trait will constantly burn away that all-important stamina meter.

If Bull can't keep up with the squad because he's getting winded or, worse, he can't get away for the same reason, then he's no good to anyone. Bull's true talents lie in his raw strength and CQC abilities.

You might want to work on developing his stealth skill. Stealth actions require less running, so as Bull becomes sneakier you'll be able to offset the drawback of his unfit trait by sending him behind enemy lines with his machete in hand.

Then, if things do go bad for him, he'll not only have plenty of stamina in reserve to run away but also plenty of health to soak up bullet damage he sustains during his retreat. Another option would be to build up his marksmanship because it is relatively high compared to his other skills.

Yet, if you want to make him a shooter, you really need to focus on his low dexterity.



Mercenaries
Buns

NAME : Monica "Buns" Sonderguard
HEALTH : 59
STAMINA : 75
STARTING LEVEL : 2

CONTRACT

HIRING COST : $8,500
EQUIPMENT COSTS : $3,478
TOTAL COSTS : $11,978

STARTING GEAR

GEAR	IMAGE
USP .45 Pistol	
.45 ACP x10	
Bandage	
Light Flak Jacket	
Casuals	
Hawaiian Shirt	
Trousers - Gray	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	75
DEXTERITY	78
STRENGTH	59
INTELLEGENCE	93
PERCEPTION	72

SKILLS

SKILL	LEVEL
MEDICAL	48
EXPLOSIVES	4
MECHANICAL	8
MARKSMANSHIP	73
STEALTH	49

TRAITS

Team player: Morale rises when working in a full squad

Athletic: Slower decrease in stamina when running

Handgun: Expert at using handguns

Strengths/Weaknesses

Buns didn't get her nickname because she's out of shape. Her high starting agility coupled with her athletic trait means that she can run farther without stopping than most of her fellow mercs, even before you've leveled her for the first time.

Her pistol expertise also means that she'll be good with her starting gun until you can find something more powerful.

No need to go out of your way to buy something for her; just stick with the .45 until you can loot something better. She is a very well-rounded merc and one of the best choices if you want someone with good shooting ability who can also manage some healing tasks.

Early on, she can be a good option rather than hiring a full-on medic with poor shooting ability.

Tactics

Unfortunately, Buns isn't one of the mercs you can simply hire at the start of the game. She can be in your starting squad, however, if you hire Grunty first.

Just make sure you scoop up a proper medic as well, since Buns and Grunty both aren't good for healing at the start. Also be aware that Spider isn't a fan of Buns. You can't hire her at the start anyway, but that dislike may be a problem if you hope to hire Spider down the road.

Buns is an all-star pistol shooter. Her dexterity/marksmanship combo is very high to start with, and it's something you're only going to improve as you level her up. Let your MG and SMG mercs take the front line action; Buns is much better for rearguard actions, taking potshots at enemies out in front while keeping the squad's flank safe

You can develop Buns in other directions later on, but you'll definitely want to stick to this plan until you can level her up. Also, her relatively high medical skill makes her a decent combat medic.

She is not as capable as a doctor, but with a little focus in that field she makes an excellent alternative if you want a merc who can shoot better than they treat patients.

Long-Term Play

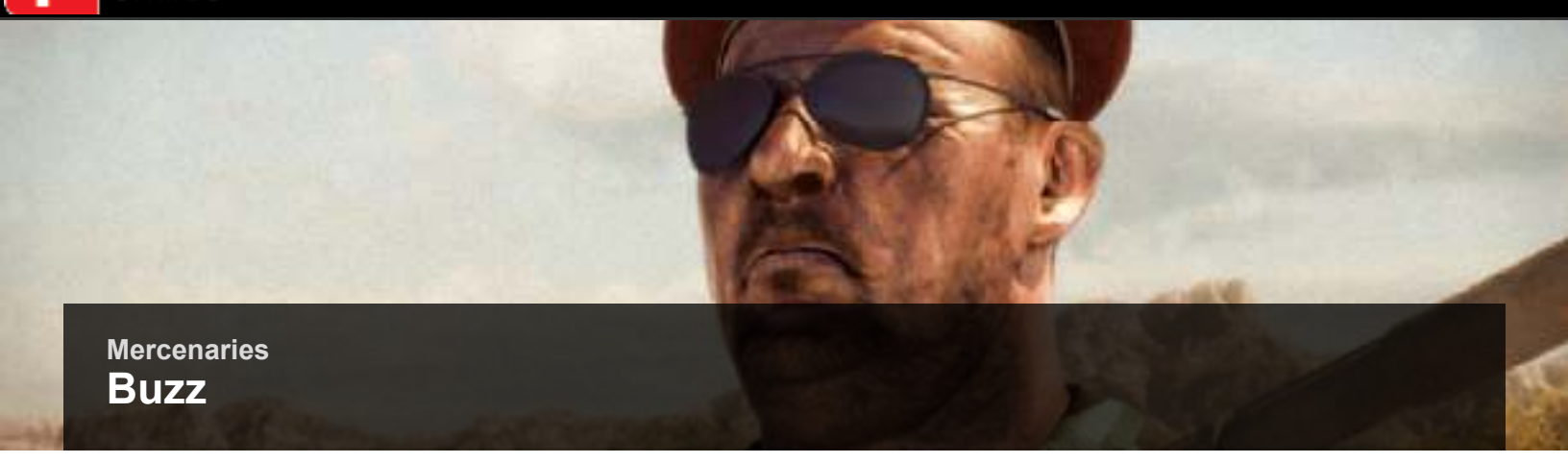
There are two possible routes you'll want to consider taking with Buns. Her starting medical rating is moderately high at 48, but her starting intelligence of 93 gives a huge boost to her capabilities with a MedKit.

You'll want to immediately dump at least two points into medical just to get Buns to the next tier of healing items. From there, it's really just a matter of continuing to boost that medical rating until it's well north of 80.

You could instead opt to develop Buns into a sneaky pistol shooter. Much like the medical rating, her starting stealth of 49 is also at a moderately high level.

The athletic and handgun (expert) traits will help out here, too. Just equip Buns with a silencer and keep building up her stealth until no one could possibly see her coming.

Whether you choose to go the medical route or the stealth route, just make sure you keep boosting Buns' dexterity/marksmanship. She's a great shooter to start with and she gets an added boost from her handgun trait, but there's no such thing as "too accurate" in this game. Every little bit helps.



Mercenaries

Buzz

NAME: Luisa "Buzz" Garneau
HEALTH: 68
STAMINA: 84
STARTING LEVEL: 4

CONTRACT

Hiring cost: $18,000

Equipment costs: $7,450

Total costs: $25,450

STARTING GEAR

Gear	Image
M4 Carbine assault rifle	
5.56x45mm NATO x30	
Light flak jacket	
T-shirt	
Spectra leggings	
Military boots	

ATTRIBUTES

Attribute	Level
Agility	84
Dexterity	47
Strength	68
Intelligence	90
Perception	96

SKILLS

Skill	Level
Medical	0
Explosives	19
Mechanical	5
Markmanship	86
Stealth	90

TRAITS

Amazon: Morale rises when working in a squad with only women

Assault rifle: Skilled at using assault rifles

Machine guns: Expert at using machine guns

Strengths/Weaknesses

When you need to plant a merc in a strategic position as you prep for an ambush, Buzz is your girl.

She's proficient with machine guns and an expert with assault rifles, so she's already a crack shot when she hits the ground in Arulco thanks to her M4 carbine.

Her dexterity is surprisingly low for a merc with such strong marksmanship abilities, but you can just lean on her AR expertise until you get that attribute to a more appropriate place.

Buzz also doesn't really have a secondary set of skills; she can kill just fine, with great fanfare or staying completely out of sight, but she'll need support around to do things like heal wounds, fix weapons, and disarm mines.

Tactics

Despite her high stealth rating, Buzz is really better suited to ambushing enemy forces than true covert ops.

Her weapon traits give her a bonus when using assault rifles and (even more so) machine guns, two weapon types that can't be silenced. That's fine, though. Buzz is plenty lethal without a silencer.

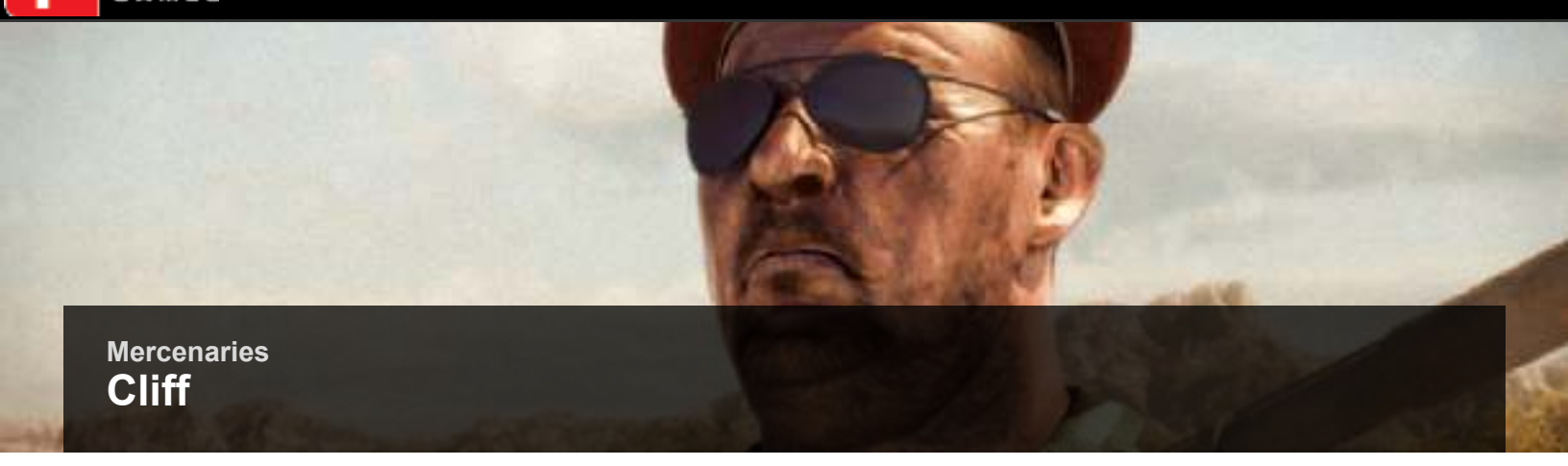
You'll want to put her in some quality armor, however. Her health isn't that low, but you'll want to keep her well protected because she'll always be depending on medics for healing.

Long-Term Play

There's no mystery at all to improving Buzz as she levels up. Put every point you can into dexterity. The starting figure of 47 is shockingly low for a merc that has one of the game's highest natural marksmanship stats.

Be sure to replace that M4 with a proper machine gun as soon as you can. Buzz's expert trait with MGs means a bigger bonus when using one, and every little bit will help until you can get her dexterity up to a more reasonable level.

Once you've got it up at around 70, it's okay to think in other directions. Strength is a good choice, as the health boost will be a big help.



Mercenaries
Cliff

NAME : Dr. Clifford "Cliff" HighBall
HEALTH : 64
STAMINA :65
STARTING LEVEL : 4

CONTRACT

HIRING COST : $16,000
EQUIPMENT COSTS : $5,095
TOTAL COSTS : $21,095

STARTING GEAR

GEAR	IMAGE
MP5K SMG	
9mm Parabellum x15	
9mm Parabellum x15	
Large MedKit	
Glasses	
Light Flak Jacket	
Coat	
Trousers - Gray	
Casuals	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	65
DEXTERITY	53
STRENGTH	64
INTELLEGENCE	87
PERCEPTION	78

SKILLS

SKILL	LEVEL
MEDICAL	85
EXPLOSIVES	31
MECHANICAL	24
MARKSMANSHIP	68
STEALTH	22

TRAITS

Athletic: Slower decrease in stamina when running

Explosives: Skilled at using explosives

Short sighted: Morale decreases when not wearing any glasses

Strengths/Weaknesses

Cliff is a pretty perfect combat medic, with his high starting medical and marksmanship ratings.

Unlike Red, he also remembered to bring his glasses on the trip to Arulco, effectively rendering that short-sighted trait meaningless.

The athletic trait helps offset Cliff's low stamina, but his low strength/health could be a problem if you send him up to do some healing on your front lines.

Cliff also, somewhat bafflingly, gets a boost to explosives checks thanks to his trait, though that won't do you much good until he starts to level up.

Tactics

It’s important to give Cliff some quality armor and keep him clear of the front lines until his healing skills are needed. His 64 health isn't terrible, but it's not nearly good enough for him to be taking point.

Instead, swap out that starting SMG with an assault rifle rather than an MG because you'll use--and have to cart around--that much less ammo, leaving more room in your inventory for healing supplies.

This should go without saying, but also make sure that Cliff is wearing his glasses at all times. There is no reason at all why he should have to take a morale hit for something like that.

Long-Term Play

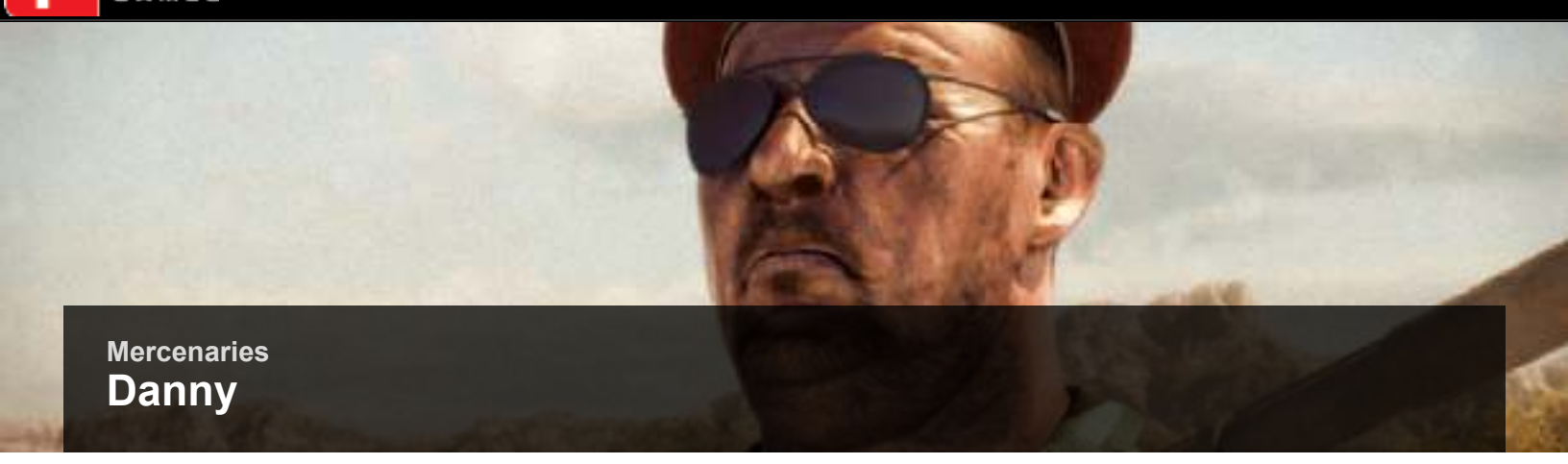
Cliff's intelligence is already very high, which means two important things: Medical checks will succeed more often, and experience will accrue much more quickly than it will for the dumber mercs.

Spread the skill points you get into dexterity and medical; the former will make Cliff a much better shooter and the latter will help him preserve those valuable healing resources.

Boosting his explosives may seem like an attractive prospect, but don't fall into the trap! Just ask yourself if you really need another merc that can make things go boom.

By the time you pick up Cliff, and by the time you've leveled him enough for his explosives skill to mean something, chances are you'll already have at least one other squad member who is much better at such things.

If you really want to put points into something other than dexterity or medical, make it strength. That extra health will do Cliff far more good than the ability to set a bigger bomb.



Mercenaries
Danny

NAME: Dr. Daniel "Danny" Quinten
HEALTH: 69
STAMINA: 99
STARTING LEVEL: 3

CONTRACT

HIRING COST : $18,000
EQUIPMENT COSTS : $6,900
TOTAL COSTS : $24,900

STARTING GEAR

Gear	Image
Klock 17 pistol	
9mm Parabellum x15	
Large MedKit	
Kevlar vest	
Shirt	
Kevlar pants	
Boots	

ATTRIBUTES

Attribute	Level
Agility	99
Dexterity	75
Strength	69
Intelligence	91
Perception	65

SKILLS

Skill	Level
Medical	88
Explosives	0
Mechanical	12
Markmanship	50
Stealth	55

TRAITS

Athletic: Slower decrease in stamina when running

Scout: Increased sight distance on World Map

Strengths/Weaknesses

Danny is a very costly medic who moves around the battlefield easily thanks to his topped-off agility rating and athletic trait. He can hold his own in combat, but it's definitely an area you'll want to work on with him.

Though with a costly hiring price of almost $25,000, you may want to consider leaving Danny at home in favor of some of the other, more multi-role and less costly medics.

Tactics

Danny's greatest strength is his ability to move across the entire battlefield while in a running stance with relatively few breaks.

If you've broken up your squad for a particular mission, he can zoom over to any merc in need of healing more quickly than any of the other docs, provided there's a clear, enemy-free path for him to follow.

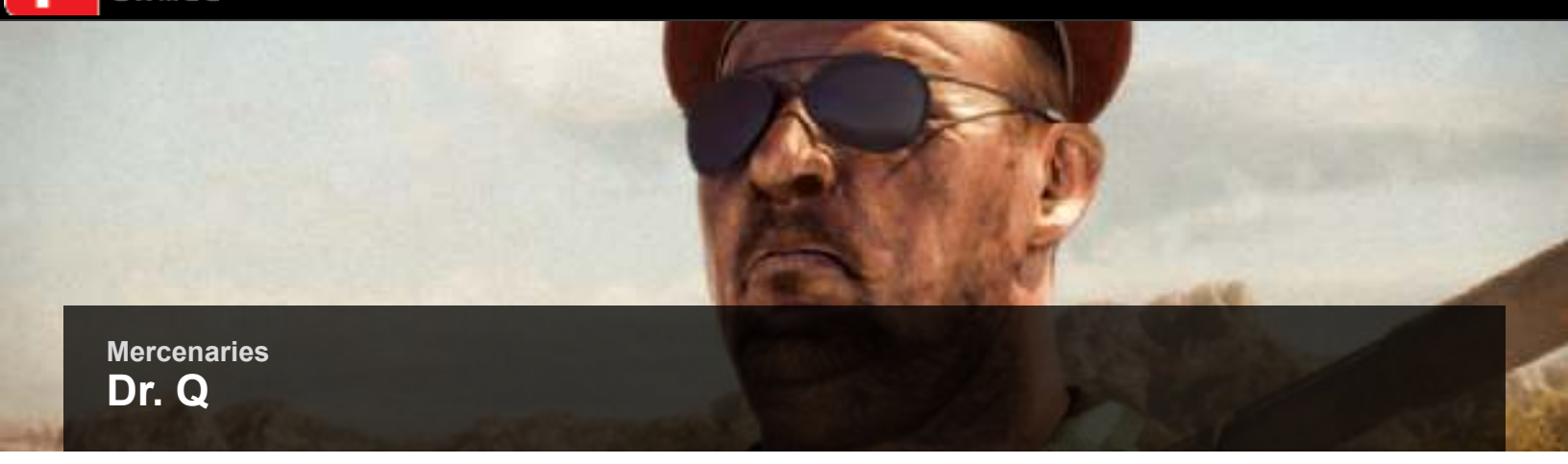
Make sure Danny has a gun and ammo for it--maybe trade up to a scoped assault rifle or even a sniper rifle--but your big focus with him on the battlefield should be constant movement when healing is needed.

Long-Term Play

With an 88 in medical and a 91 in intelligence, Danny doesn't need much help boosting his main skill. Sure, throw a point or two in when you've got some to spare.

Your main goal as Danny levels up, however, should be on turning him from a pure medic into a combat medic. His stealth isn't horrible and may be worth boosting later on, but you'll want to first pay attention to Danny's dexterity and marksmanship ratings, and more so the latter.

Normally you'd pay more attention to dexterity, but Danny isn't using any other skills which depend on that attribute. What's more, his 50 in marksmanship is alarmingly low for such a high-priced merc.



Mercenaries

Dr. Q

NAME: Dr. Q. Huaong
HEALTH: 73
STAMINA: 92
STARTING LEVEL: 3

CONTRACT

HIRING COST : $16,000
EQUIPMENT COSTS : $5,425
TOTAL COSTS : $21,425

STARTING GEAR

Gear	Image
MP5K SMG	
9mm Parabellum x15	
Silencer	
Large MedKit	
Syringe	
Light flak jacket	
Dress-shirt	
Trousers – white	
Coreplayer	

ATTRIBUTES

Attribute	Level
Agility	92
Dexterity	81
Strength	73
Intelligence	91
Perception	54

SKILLS

Skill	Level
Medical	87
Explosives	20
Mechanical	19
Markmanship	58
Stealth	43

Traits

Melee weapons: Skilled at using melee weapons

Night ops: Morale rises in night missions

Strengths/Weaknesses

In addition to having one of the coolest merc names, Dr. Q is also a very fit and capable medic who can hold his own in a gunfight. You can effectively ignore his melee weapons proficiency because he'll always be better off with a gun in his hands and a MedKit in his pack.

The night ops trait offers a welcome boost to all checks when Dr. Q is on an evening mission, but don't make the mistake of assuming he's an ideal stealth operator. The potential is there, but you'll inevitably want to focus Dr. Q's improving skills in other directions.

Tactics

Dr. Q is a great choice for a combat medic hire later on in the game because he'll refuse to join your team at the start. His naturally high dexterity and above-average marksmanship are wasted with that SMG.

Like many of the other docs, get him an assault rifle. The semi-automatic fire will conserve ammo, leaving more inventory space open for medical supplies. Having the range of an AR also means you won't have to keep Dr. Q near the front lines to be effective.

Long-Term Play

Resist the temptation to develop Dr. Q's stealth skill. It's just not worth the investment when there are so many other, more talented covert ops mercs. Focus first on boosting his marksmanship/dexterity.

You can also feel free to put points into strength because the added health it provides will be a big help when Dr. Q has to heal any squad members taking point.

There are plenty of mercs in the game that can be tailored for multipurpose roles. But Dr. Q is not one of them. You're much better off making him excellent at the things he's already good at rather than building up a lower-rated skill like stealth.

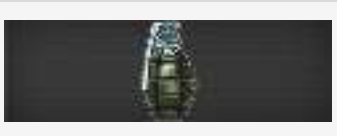
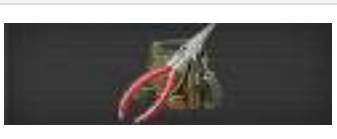
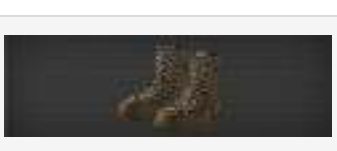
Mercenaries
Fidel

NAME: Fidel Dahan
HEALTH: 83
STAMINA: 83
STARTING LEVEL: 3

CONTRACT

HIRING COST : $16,000
EQUIPMENT COSTS : $8,455
TOTAL COSTS : $24,455

STARTING GEAR

Gear	Image
Tec-9 SMG	
9mm Parabellum x15	
9mm Parabellum x15	
C4 with timer	
C4 with remote control	
Frag grenade	
Defuse kit	
Kevlar vest	
Kevlar pants	
Uniform	
Beret	
Military boots	

ATTRIBUTES

Attribute	Level
Agility	83
Dexterity	64
Strength	83
Intelligence	71
Perception	64

SKILLS

Skill	Level
Medical	30
Explosives	97
Mechanical	6
Markmanship	65
Stealth	40

TRAITS

Explosives: Expert at using explosives

Melee mastery: Expert at using melee weapons

Loner: Morale rises when working alone

Strengths/Weaknesses

Whether it's arming a bomb or slicing an enemy's throat, Fidel is good with his hands. He arrives in Arulco after you hire him with a veritable arsenal of explosives in his pack and a decent SMG at his side.

He's a pro with explosives first and foremost, between the expert trait and the ridiculously high starting rating of 97.

He's also not a bad shooter, but any morale boost he gets from his loner trait is definitely not worth the risk of actually sending him out on his own.

Tactics

Fidel is your go-to explosives expert. That's the main reason you should consider hiring him. He's got plenty of tools in his pack when he arrives. Toss in a knife or some other melee weapon.

Fidel's melee mastery trait isn't something you should fixate on, but definitely take advantage of the bonus if you ever find him in a position where he can engage in some CQC.

Long-Term Play

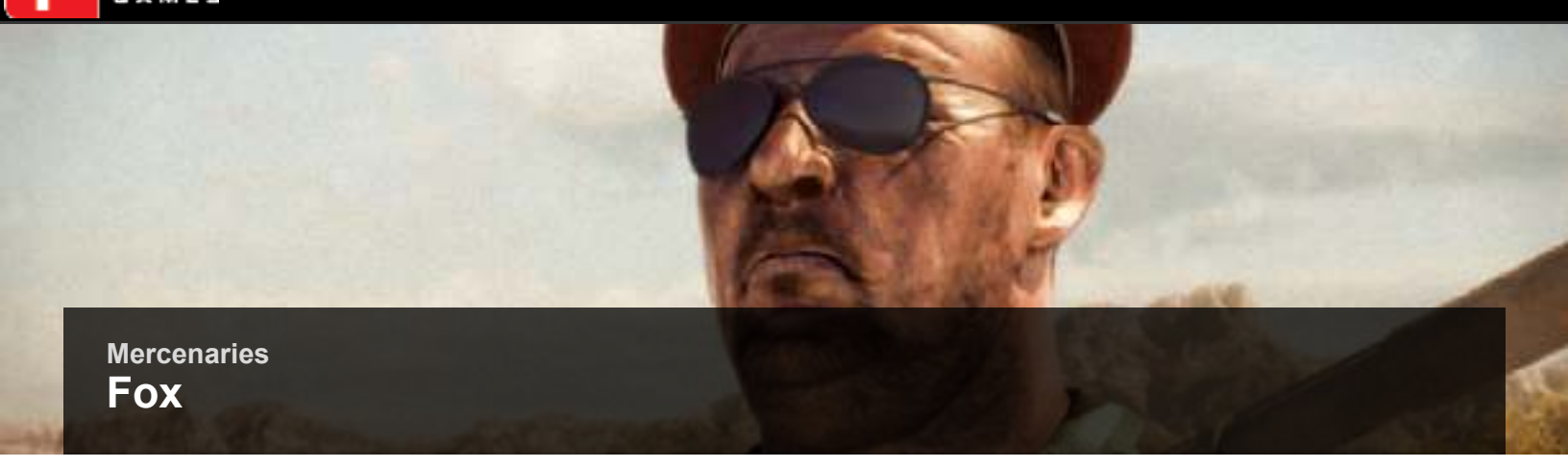
Just take all your points with each level up for Fidel and dump them into dexterity. Get that rating up to at least 80 before you consider boosting anything else. The starting rating of 64 isn't bad, but getting it higher will also help Fidel in the shooting department.

Even if he's using an explosives-based weapon as his go-to, he'll still have to aim the thing. Not to mention the fact that all explosives checks factor in the merc's dexterity.

That 97 is great, but Fidel's low starting rating will only hold him back in the long run. Once you're feeling comfortable with those stats, start boosting stealth.

If Fidel can get close enough to an enemy without being spotted, he can take advantage of his melee mastery by performing silent melee kills. More than that, you'll also want Fidel to be able to sneak in and set explosives without being spotted.

A well-placed C4 charge can effectively draw a large force of enemy soldiers away from whatever point you may be trying to infiltrate.



Mercenaries

Fox

NAME : Cynthia "Fox" Guzzman
HEALTH: 55
STAMINA: 85
STARTING LEVEL : 2

CONTRACT

HIRING COST : $7,000
EQUIPMENT COSTS : $2,880
TOTAL COSTS : $9,880

STARTING GEAR

GEAR	IMAGE
Beretta 93R Pistol	
Light Flak Jacket	
9mm Parabellum x15	
Large MedKit	
Jeans	
Casuals	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	85
DEXTERITY	83
STRENGTH	55
INTELLEGENCE	66
PERCEPTION	88

SKILLS

SKILL	LEVEL
MEDICAL	72
EXPLOSIVES	8
MECHANICAL	15
MARKSMANSHIP	46
STEALTH	75

TRAITS

Nudist: Likes not wearing any clothes

Team player: Morale rises when working in a full squad

Sub-machine gun: Expert

Strengths/Weaknesses

Fox is the cheapest merc in the game, and her combined high starting intelligence and medical make her a great healer to pick up from moment one.

Her affinity with Grizzly and Wolf is also useful; you won't be able to hire all three immediately for your starting team, but Fox and Wolf are a potent combo because the more expensive merc brings high marksmanship and mechanical into the mix at an early part of the game.

Fox is built for stealth with her 75 rating and SMG expertise, especially when you use a silencer. However, her low strength (and, thus, health) makes her a risky bet for anything outside of covert ops that keep her out of the line of fire.

Tactics

Keep Fox clear of the front and well protected at the start of the game.

This is true of any medics in your squads, but it's especially the case with Fox due to her low health. She gets a big boost when wielding an SMG because of to her expert trait, but that's not a useful weapon for long-range engagements.

Only send Fox ahead to take out stragglers when you're sure she'll be safe in the early going and to make use of her stealthy skills. Also, be sure to give her a silencer as soon as you can. There's one hidden in the guard tower right near where your squad starts the very first mission.

You can eventually reuse that silencer when you replace Fox's starting pistol with an SMG.

Long-Term Play

Fox is probably best in the role of a stealthy combat medic. Her dexterity is so high that you can effectively leave it alone in the early going. First boost her medical until it's at 80, so you can make use of the top-level healing MedKits.

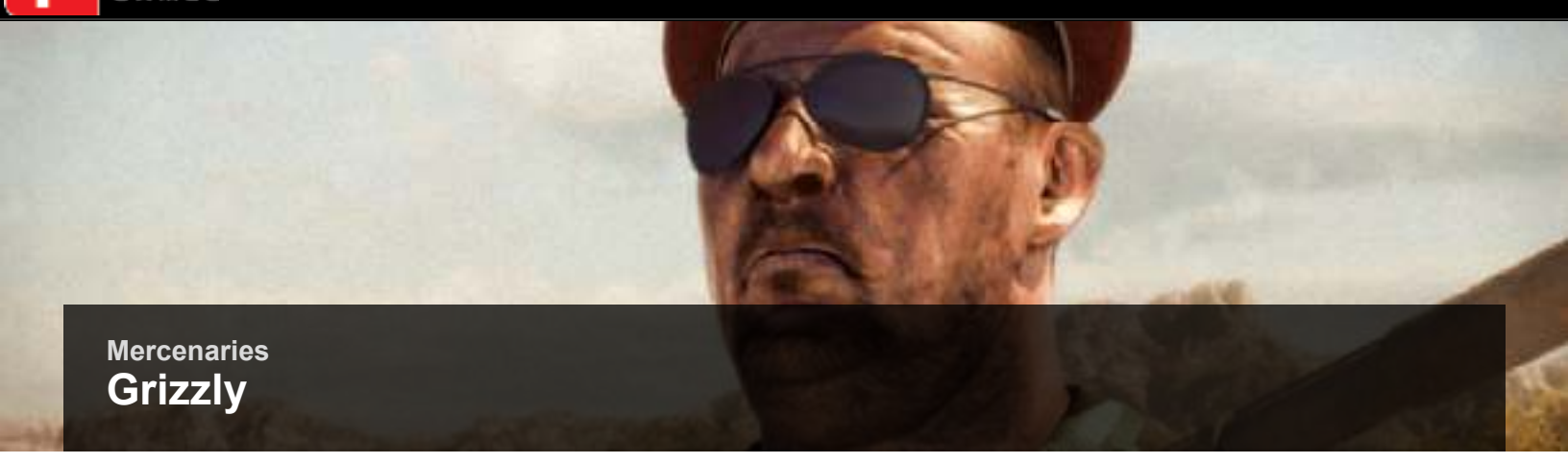
You'll want to go higher than that in the long run because higher ranks mean better chances of success and slower resource consumption.

Starting out though, it's critical that you get Fox's strength stat up to a point where you can trust in her ability to survive, should you send her ahead on a covert action.

Get the strength stat up to around 70 as quickly as you can, and then disperse your skill point spending between medical, strength, dexterity, and stealth. You should also feed occasional points into marksmanship, but dexterity should take precedence.

Our goal is to turn Fox into a merc who can soak up enough damage on the front lines while giving aid to her squad and also being able to occasionally venture ahead to quietly snuff out straggling enemy soldiers.

She may be the cheapest merc, but if cultivated correctly, Fox will eventually transform into one of your most dependable multi-purpose fighters.



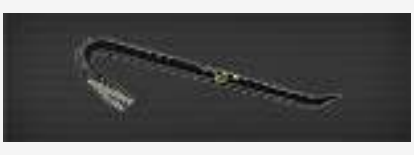
Mercenaries
Grizzly

NAME : Steve "Grizzly" Bornell
HEALTH : 95
STAMINA : 69
STARTING LEVEL : 2

CONTRACT

HIRING COST : $6,000
EQUIPMENT COSTS : $8,890
TOTAL COSTS : $14,890

STARTING GEAR

GEAR	IMAGE
Deagle Pistol	
.357 Magnum x9	
Knife	
Crowbar	
Spectra Vest	
Spectra Leggings	
Military Boots	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	69
DEXTERITY	50
STRENGTH	95
INTELLEGENCE	62
PERCEPTION	72

SKILLS

SKILL	LEVEL
MEDICAL	8
EXPLOSIVES	37
MECHANICAL	24
MARKSMANSHIP	62
STEALTH	35

TRAITS

Melee weapons: Skilled at using melee weapons

Tough: Takes less damage in melee combat

Strengths/Weaknesses

Grizzly's nickname is well earned. His high starting strength/health and melee weapons trait makes him a dangerous merc to contend with in close quarters.

He's also got that tough trait, so he'll be losing that much less health when he gets close enough to use his knife.

Unfortunately, Grizzly isn't much use with a gun, thanks to his low starting dexterity and middling marksmanship.

Tactics

Grizzly works well from the start as a front lines melee fighter. Keep him well behind cover until you see the enemy's own CQC forces advancing, though; he's pretty ineffective with firearms because of that low dexterity.

The pistol is an ideal weapon for starting out with Grizzly. Set him down behind cover, turn on Guard Mode and let him take potshots at any advancing forces until they get close enough for his knife to come out. Be aware that you won't be able to hire Grizzly at the start unless you hire Bull first.

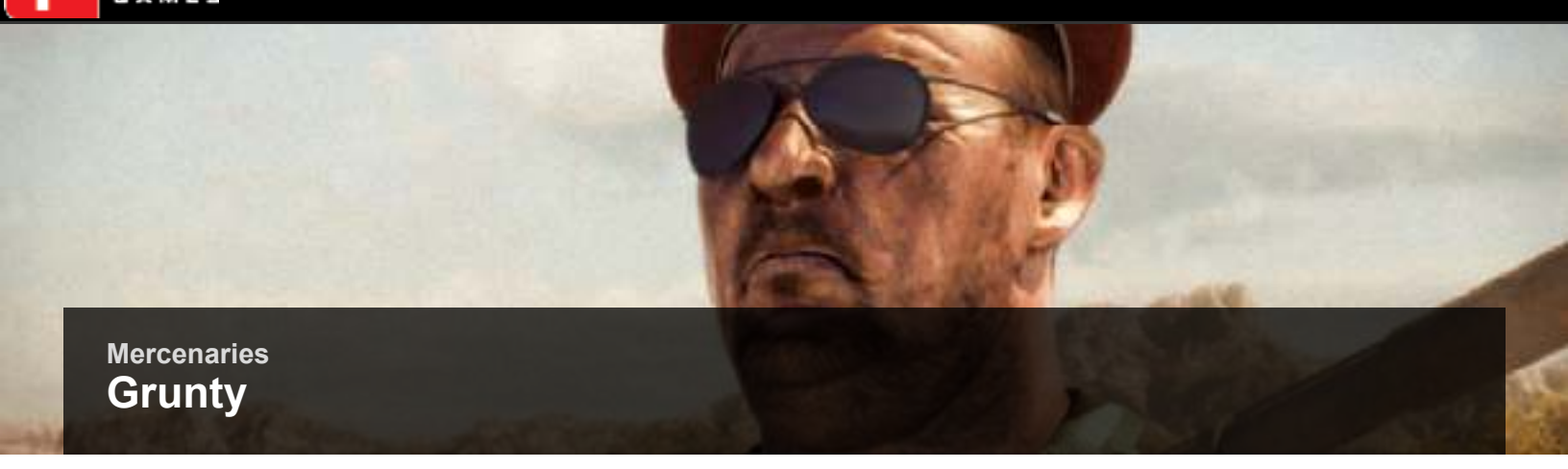
Long-Term Play

You can choose to develop Grizzly in a couple of different directions, but his traits really favor taking the stealth route more than anything else. Focus on improving stealth and dexterity for a good long while because both start out low and both will serve to make Grizzly much more useful on the battlefield.

It might be tempting to put some points into marksmanship, but remember that marksmanship depends on dexterity, which needs attention first. Marksmanship starts out at a decent enough level, but if you plan to switch him from a melee fighter to a gun slinger dexterity is an issue.

If you’re adept at using him as a fighter, sprinkle extra points in agility or use them for topping off that strength rating. Beyond that, just keep on developing stealth and dexterity.

The former because you'll often have Grizzly on the front lines with a gun in his hand, and the latter because his high starting strength and traits favor a more covert ops-oriented build.



Mercenaries

Grunty

NAME : Helmut "Grunty" Grunther
STARTING LEVEL: 3
STARTING ARMOR : 9.00
LOAD WEIGHT : 42Kg

CONTRACT

HIRING COST : $6,400
EQUIPMENT COSTS : $5,430
TOTAL COSTS : $11,830

STARTING GEAR

GEAR	IMAGE
MP5K SMG	
9mm Parabellum x15	
9mm Parabellum x15	
Light Flak Jacket	
Trousers: Black	
Jacket	
The Academic	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	79
DEXTERITY	59
STRENGTH	71
INTELLEGENCE	72
PERCEPTION	72

SKILLS

SKILL	LEVEL
MEDICAL	22
EXPLOSIVES	28
MECHANICAL	44
MARKSMANSHIP	70
STEALTH	39

TRAITS

Team player: Morale rises when working with a full team

Machine guns: Skilled at using machine guns

Strengths/Weaknesses

Grunty is one of the most combat-capable, low-priced mercs that you can hire at the start of the game. His MP5K SMG is a powerful default weapon to start out with, especially because its 9mm Parabellum ammo is easily obtained from downed enemies in the early going.

His machine guns trait won't do much at the start, until you can swap out the SMG for a proper machine gun.

The Team Player trait won't be much use at first either, but Grunty can easily fill out one of your later squads in both offensive and defensive roles once he's properly equipped and leveled. In addition, Grunty has relatively high mechanical ability for a starting merc, and he can manage some of the lower-level repair tasks and lock picking early on.

However, his somewhat lower dexterity prevents him from being a very effective and cheap mechanical-oriented merc like Steroid. Upgrade his dexterity as soon as you can to take care of his only real deficiency.

Tactics

Grunty's high starting marksmanship makes him a good choice to take point in most situations, especially early in the game. In his skilled hands, any machine gun is an effective killing tool. Put him on the front lines to take advantage of his weapon's high firing rate, burst capacity, and large clip size.

Replace his SMG as soon as you can with a full-blown machine gun; not only do you get a longer range, you also get a small boost from Grunty's proficiency with machine guns.

He's still a great addition to any early squad that needs focused firepower with the MP5K, especially because its 9mm Parabellum is so commonly found on downed enemies. Note that hiring Grunty first also allows you to hire Igor Dolvich at the start of the game.

The two make solid front-line squadmates, as they're both built for shooting. Just make sure you make your number three hire is a medic if you go for the Grunty/Igor combo, since neither man can work any magic with a MedKit.

Grunty's mechanical skill is also high enough that you'll generally have him doing weapon repairs and lockpicking in the early game, at least until you can hire a more mechanical-focused merc.

While his dexterity needs the most attention, consider putting his first 6 skill points from leveling up into mechanical to bump Grunty's rating up to 50. Not only does this make his repair skills more effective, it also opens up access to a wider range of tools.

Long-Term Play

The key skills and attributes you'll want to focus on improving with Grunty are dexterity (first) and marksmanship.

His starting dexterity is on the low side for a merc that you'll frequently want to use as a first line of defense, so make sure you boost that stat early, too. Later on in the game, boosting Grunty's strength might be a good idea because the added health will definitely be a boon when he's drawing enemy fire.

Mechanical is probably your best bet as a secondary consideration for later on in the game if you're looking to turn Grunty into a more multipurpose soldier. Since you'll already be boosting his dexterity alongside marksmanship, he'll be well-equipped to pass any mechanical checks once you really start to focus on that stat.

However, if you plan to use him as your go-to merc for mechanical checks early on, you'll want to prioritize putting at least 6 points into that stat first because getting that number to 50 unlocks access to the tool kit. After that, you can effectively leave it alone and concentrate on making Grunty a more effective fighter until the latter portion of the game.

Mercenaries
Gus

NAME: Gus Tarballs
HEALTH: 82
STAMINA: 65
STARTING LEVEL: 8

CONTRACT

HIRING COST : $70,000
EQUIPMENT COSTS : $8,790
TOTAL COSTS : $78,790

STARTING GEAR

Gear	Image
G3A3	
Klock 17	
Light flak jacket	
20x7.62mm Nato	
15x9mm Parabellum	
MedKit	
Cap	
Dress shirt	
Kevlar pants	
Military boots	
Frag grenade	

ATTRIBUTES

Attribute	Level
Agility	65
Dexterity	80
Strength	82
Intelligence	94
Perception	97

SKILLS

Skill	Level
Medical	68
Explosives	92
Mechanical	80
Markmanship	93
Stealth	76

TRAITS

Machine gun: Expert at using machine guns

Assault rifle: Expert at using assault rifles

Strengths/Weaknesses

Gus is a one man army! He has the skills to hit the battlefield in just about any role and, for nearly $80K, he better. His medical is his lowest skill, but in every other category he is a top-tier merc.

His attributes are equally impressive, with the exception of low agility. The unfit trait coupled with his low agility means he won't be running any marathons soon and he can get winded on the battlefield.

Agility shouldn't be too much of a problem for Gus because his attributes and expert gun traits will send the enemy running, not him.

His biggest downfall, outside of his low agility, is that he cost so much. It's a tough putting that much cash into one man, especially when his starting gear needs immediate upgrades.

Tactics

Gus excels in just about everything, except long sprints. He is one of the few mercs who can operate completely by himself because of to his proficiency in just about every skill. However, he is also incredibly versatile and can fit several roles in a squad.

Use his machine gun skills with a heavy weapon and put him in Guard Mode to fortify a position or switch to a long-range assault rifle to make use of his superior marksmanship.

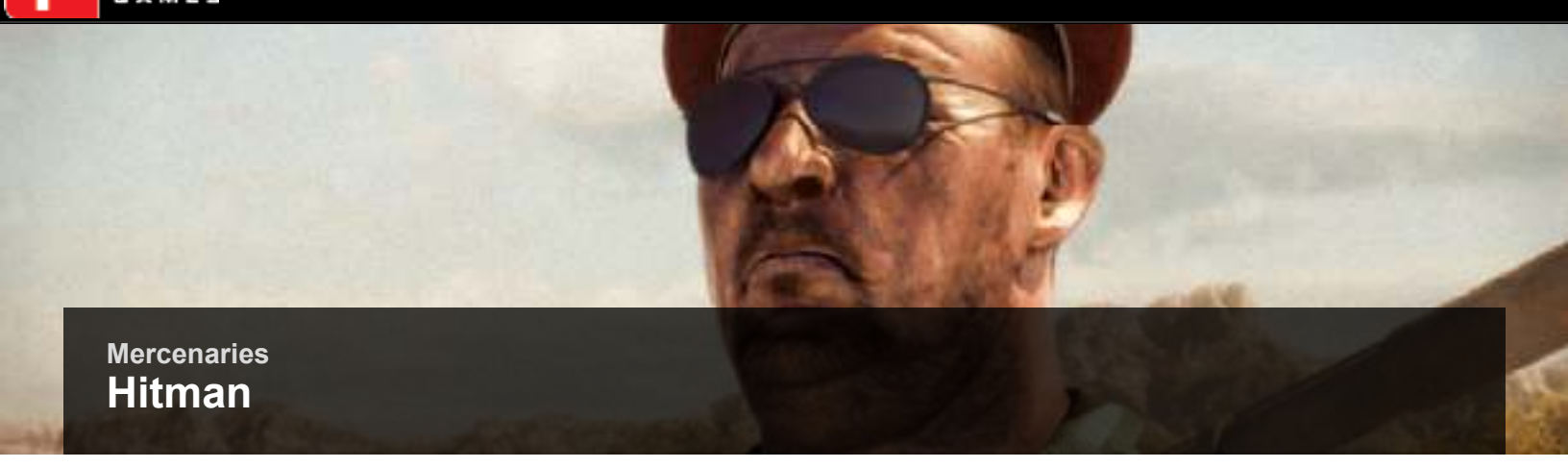
He also has enough stealth to slowly creep up on his enemies, which will help nullify his stamina issues. Gus is definitely a front line type of guy, but make sure to upgrade his armor from that flimsy cap and light flak jacket.

Long-Term Play

His lowest skill is medical, but the next tier for a medical check is 12 points away. If he is going solo, it might make sense to try to reach the ability to use a large MedKit. In a group, it's not worth the effort. The most obvious deficiency is his lagging stamina.

Take care of that problem right away until you notice he is no longer lagging on the battlefield. Stealth is a decent option to pursue if you like covert ops, but increasing his dexterity will make him extremely deadly with his gun proficiencies and boost all his other skill-based checks.

One other possibility of improvement is his health. Although it is not low, you can give it a boost if he drawing a lot of fire. However, at level 8 don't expect to make much great advancement with Gus. By the time you can afford to hire him, he might not have a lot of time to gain many levels of experience.



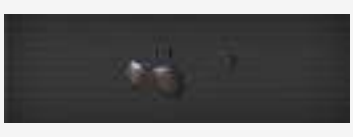
Mercenaries
Hitman

NAME : Frank "Hitman" Hennesy
HEALTH : 69
STAMINA : 77
STARTING LEVEL : 4

CONTRACT

HIRING COST : $11,000
EQUIPMENT COSTS : $5,490
TOTAL COSTS : $16,490

STARTING GEAR

GEAR	IMAGE
MP53 SMG	
5.56x45mm NATO x30	
Stun grenade	
Superior sunglasses	
Military dress-shirt	
Kevlar pants	
Casuals	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	77
DEXTERITY	40
STRENGTH	69
INTELLEGENCE	74
PERCEPTION	88

SKILLS

SKILL	LEVEL
MEDICAL	3
EXPLOSIVES	39
MECHANICAL	11
MARKSMANSHIP	70
STEALTH	35

TRAITS

Unfit : Faster decrease in stamina when running

Team player : Morale rises when working in a full squad

Submachine gun : Expert in using submachine guns

Strengths/Weaknesses

Hitman is going to give you some trouble early on. His high starting marksmanship is offset by him having the lowest starting dexterity of all the mercs.

That's not good for a guy who calls himself "Hitman." Especially because the unfit trait also means that he'll be burning through stamina that much quicker.

The SMG expertise is certainly helpful, especially because Hitman actually starts with one as his default weapon, but expect him to be one of your less-effective fighters until you can start improving his skills a bit.

Fortunately, a high-ish starting intelligence means that Hitman develops at a faster rate than most.

Tactics

Hitman will be at his best on the front lines in Guard Mode or on foot patrols, especially when he's just starting out.

The SMG expertise offsets his very low dexterity and the high perception rating makes him a more effective lookout.

It's also good to note that Hitman and Raider don't get along with each other, but you won't actually have the money to hire them both at the start.

Raider can't be hired at the beginning anyway, though Hitman can. Probably because he knows that he's charging way too much for his somewhat paltry assortment of skills already.

Long-Term Play

Picking up Hitman at any point means that you're settling yourself in for a project. Put any and all skill points you get for leveling up into dexterity immediately, at least for the first two or three levels.

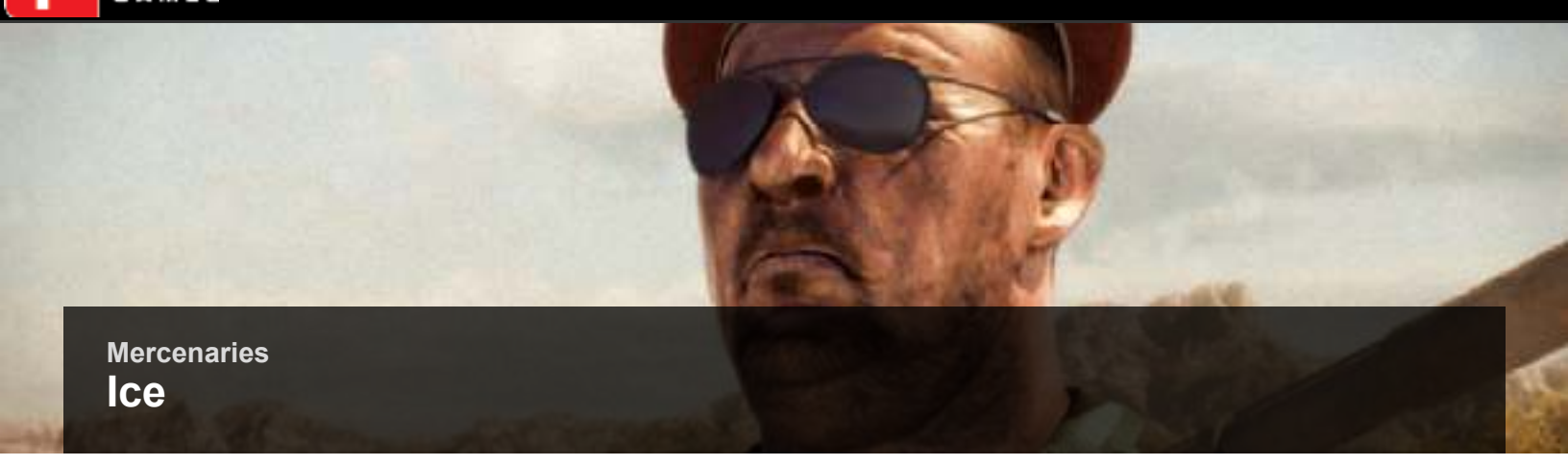
It's a serious problem category for him, and one that is best addressed sooner rather than later. Once you've got Hitman's dexterity to at least the high 50s (60+ is preferable), you can start thinking about how you'd like to develop him further.

Stealth and explosives both have promise, though explosives are your better bet. Not only are there are far more qualified stealth operators you can hire, but you'll already be working on improving Hitman's dexterity.

Boosting explosives means you're taking full advantage of that fact. Hitman's SMG expertise will serve him well on patrols and during breaching actions.

The fact that his starting equipment includes a stun grenade speaks to that. Keeping close to your main squad also means that you'll be worrying less about the more rapid stamina drain brought on by the unfit trait.

So build up his dexterity. If you’re looking for other options, boost his marksmanship and possibly strength if he loses too much health in combat.



Mercenaries
Ice

NAME: Ice Williams
HEALTH: 84
STAMINA: 88
STARTING LEVEL: 3

CONTRACT

HIRING COST : $15,000
EQUIPMENT COSTS : $8,890
TOTAL COSTS : $23,890

STARTING GEAR

Gear	Image
MAC-10 SMG	
.45 ACP x10	
.45 ACP x10	
.45 ACP x10	
Silencer	
Field cleaning kit	
Kevlar vest	
Shirt	
Kevlar pants	
Military boots	

ATTRIBUTES

Attribute	Level
Agility	88
Dexterity	82
Strength	84
Intelligence	78
Perception	86

SKILLS

Skill	Level
Medical	7
Explosives	3
Mechanical	42
Markmanship	72
Stealth	66

TRAITS

Submachine gun: Skilled at using machine guns

Team player: Morale rises when working in a full squad

Strengths/Weaknesses

Ice's starting skills are relatively underwhelming, but his attributes paint the picture of an extremely fit merc. He's a shooter, first and foremost, but he's also got the ability to sneak around, pick locks, and repair broken weapons.

It might not be a huge boost, but you'll definitely want to take advantage of his SMG proficiency. The MAC-10 that Ice starts out with is perfect, especially because it also comes with a silencer.

Tactics

Use Ice to clear out rooms and keep a close watch on your front lines. His high perception means that you should always leave him in Guard Mode unless you're actively trying to stay out of sight.

He'll spot distant enemies and open fire before most of the other mercs in your squad, and his combined high marksmanship and dexterity means that his bullets will find their marks most of the time.

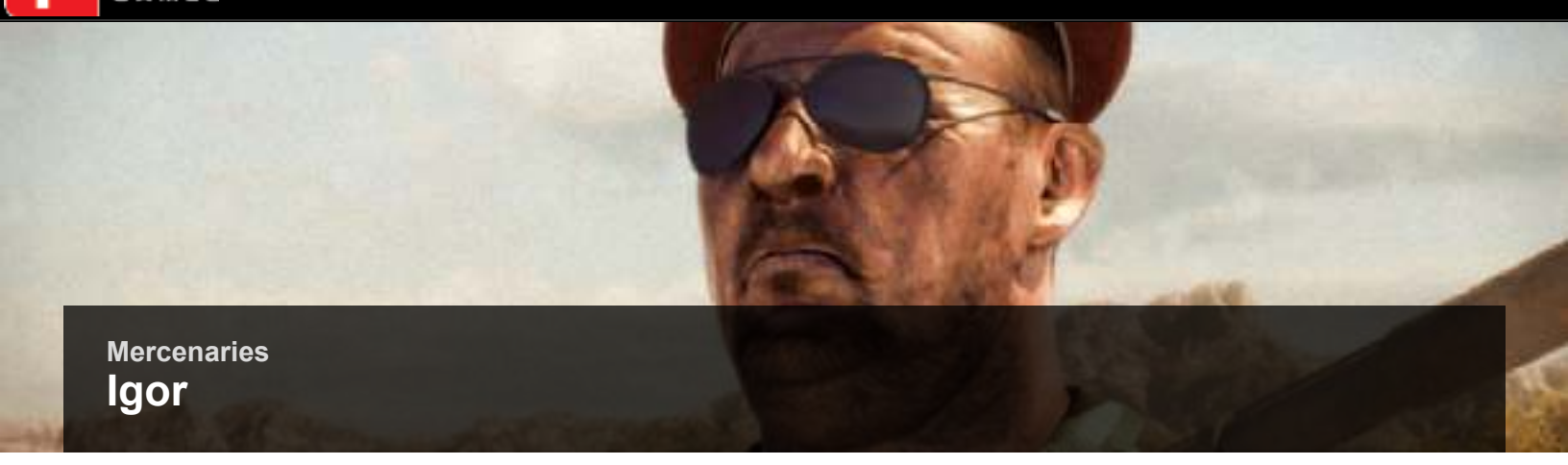
You'll want to surround Ice with lot of support mercs, but that plays perfectly to his team player trait.

Long-Term Play

It isn't a waste of effort to develop Ice's mechanical skill, but bear in mind that by the time you hire him, you'll likely have at least one or maybe even two other mercs filling such roles.

Overlap is great, but you'll be better off putting Ice's points toward further honing his greatest strengths. Boosting stealth will be helpful because it's much easier to clear out a room if the enemy doesn't hear you coming.

Ice's starting rating of 66 is good, but it could definitely use some improvement. From there, you can really focus on dexterity/marksmanship to turn Ice into a deadly silent, unstoppable killing machine.



Mercenaries

Igor

NAME : Igor Dolvich
HEALTH : 82
STAMINA :89
STARTING LEVEL : 2

CONTRACT

HIRING COST : $5,500
EQUIPMENT COSTS : $6,816
TOTAL COSTS : $12,316

STARTING GEAR

GEAR	IMAGE
AKSU-74	
5.45x39mm x30	
Knife	
Uniform	
Spectra Leggings	
Military Boots	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	89
DEXTERITY	70
STRENGTH	82
INTELLEGENCE	84
PERCEPTION	86

SKILLS

SKILL	LEVEL
MEDICAL	17
EXPLOSIVES	19
MECHANICAL	36
MARKSMANSHIP	62
STEALTH	45

TRAITS

Pathfinder: Increased traveling speed on World Map

Chameleon: Skilled at hiding even without the perfect camouflage equipment

Strengths/Weaknesses

Igor is a very fit merc who hasn't had nearly enough training in most skills.

However, his starting attributes are all very high; dexterity is the lowest at 70, and the rest are all in the 80s. This is balanced by a low set of starting skills, with marksmanship topping out as the highest at 62.

Igor's chameleon trait will be handier as you start to develop his stealth skill, and his pathfinder trait is helpful whenever you need to get your squad somewhere quickly to halt an enemy incursion.

Tactics

Until you're able to develop him into an all-star, Igor is consigned to being one of your second-tier grunts.

He's absolutely a valuable addition to your team because his attributes are high enough that you can focus on developing his skills. Keep him on the front lines.

In addition to his high strength and starting SMG being a boon, he'll also rack up experience that much more quickly.

Hiring Igor also allows you to hire the superior Ivan once you've saved up enough cash. Just be aware that you'll only be able to hire Igor if you hire Grunty first, which also means that you'll still need to hire a medic.

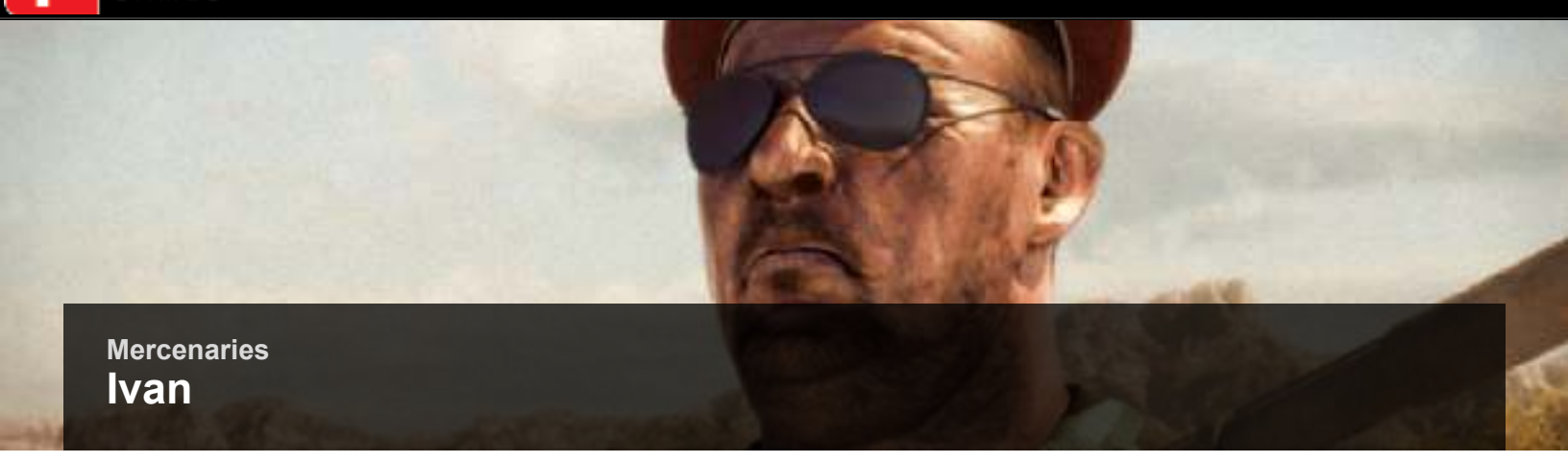
Long-Term Play

Igor is a great pickup for early in the game because he really needs some time to properly develop some of his skills. The key when planning out your upgrade path is the chameleon trait.

Only a handful of mercs have it, so you'll want to take advantage of it and gear them all toward stealth actions. Stealth is the sole skill that isn't influenced by one of your attributes, so be sure to work on this right away.

The rest comes down to how you'd prefer to play Igor. His marksmanship is on the lower side and dexterity is his lowest attribute, but boosting those could turn him into a formidable gunfighter.

However, his strength is much higher, and another option is to develop him as a stealthy melee fighter. Frankly, with such high starting attributes, you'll probably find that it's best to develop Igor's melee and shooting skills, so it's really more a matter of which you'd prefer to focus on. It's a balance for sure, with equal tradeoffs on each side.



Mercenaries

Ivan

NAME: Ivan Dolvich
HEALTH: 87
STAMINA: 90
STARTING LEVEL: 4

CONTRACT

HIRING COST : $42,000
EQUIPMENT COSTS : $11,546
TOTAL COSTS : $53,546

STARTING GEAR

Gear	Image
AK-47 assault rifle	
5.45x39mm x30	
Reflex sight	
Bearskin cap	
Kevlar vest	
Military boots	

ATTRIBUTES

Attribute	Level
Agility	90
Dexterity	85
Strength	87
Intelligence	82
Perception	83

SKILLS

Skill	Level
Medical	15
Explosives	55
Mechanical	14
Markmanship	82
Stealth	45

TRAITS

Tough: Takes less damage in melee combat

Death wish: Morale increases when health is low

Assault rifle: Skilled at using assault rifles

Strengths/Weaknesses

Ivan is good at shooting things and making large explosions. He's got plenty of potential thanks to some extremely high starting attributes. But his only natural skills are in marksmanship and explosives--and stealth, to a lesser extent.

He gets a bonus for using his starting AK-47 thanks to the assault rifle trait boost, though his other two traits, tough and death wish, aren't nearly as useful.

The tough trait is a good thing to have whenever enemy melee fighters rush into your squad's midst, but the morale boost you get for death wish really just isn't worth risk you run of losing your expensive merc hire permanently.

Tactics

Ivan forms the second half of the so-called "I-Team," alongside his nephew Igor. The two pair well together, too; they both can shoot, but Igor's secondary skill is mechanical to Ivan's explosives.

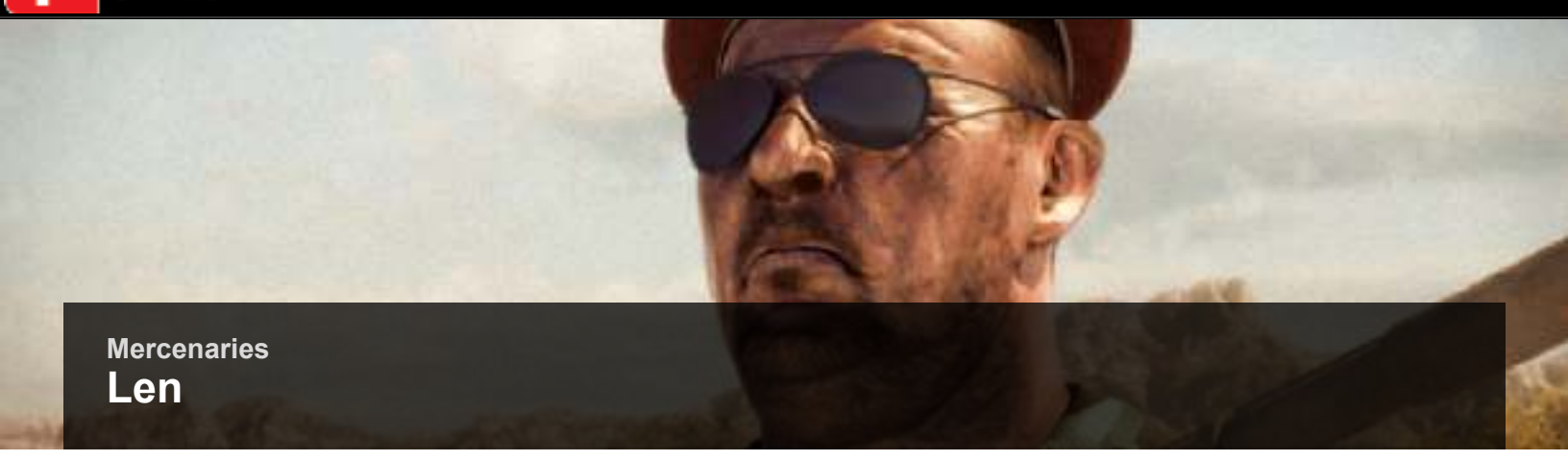
Ivan makes for a great and highly dependable front-line merc on his own, but you'll get the most bang for the many bucks you spend hiring him by putting the two Dolvich mercs into the same squad.

Long-Term Play

Ivan could certainly benefit from having a few more points spent on bulking up his dexterity and marksmanship. Focus on dexterity first because that attribute governs his secondary skill in explosives.

You should also definitely work on improving that, at least into the 80s. Stealth also seems to make sense, though you likely won't be using Ivan to sneak around very frequently.

Instead of stealth, look to attributes like intelligence, which boosts experience gained, and perception, which makes Ivan more effective in Guard Mode.



Mercenaries

Len

NAME: Corp. Len. Anderson
HEALTH: 77
STAMINA: 80
STARTING LEVEL: 7

CONTRACT

HIRING COST : $28,000
EQUIPMENT COSTS : $7,845
TOTAL COSTS : $35,485

STARTING GEAR

Gear	Image
M4 Carbine assault rifle	
5.56x45mm NATO x30	
Syringe	
Flak jacket	
Uniform	
Kevlar pants	
Military boots	

ATTRIBUTES

Attribute	Level
Agility	80
Dexterity	82
Strength	77
Intelligence	83
Perception	81

SKILLS

Skill	Level
Medical	35
Explosives	47
Mechanical	54
Markmanship	73
Stealth	78

TRAITS

Team player: Morale rises when working in a full squad

Machine guns: Skilled at using machine guns

Strengths/Weaknesses

Len is a jack-of-all-trades/master-of-none sort of merc. He's a solid shooter with a decent stealth rating and middling stats in mechanical, explosives, and medical.

His machine gun trait and team player trait are two of the most common you'll see in the game. There's really nothing remarkable about Len, though he'll help fill out any squad as a dependable combat-oriented merc.

Tactics

Replace Len's starting assault rifle with a machine gun to take advantage of the trait bonus. Every little bit helps.

Over time, Len could easily develop into more of a "one man army" role, but starting out he's best suited for adding another gun to your squad's front lines.

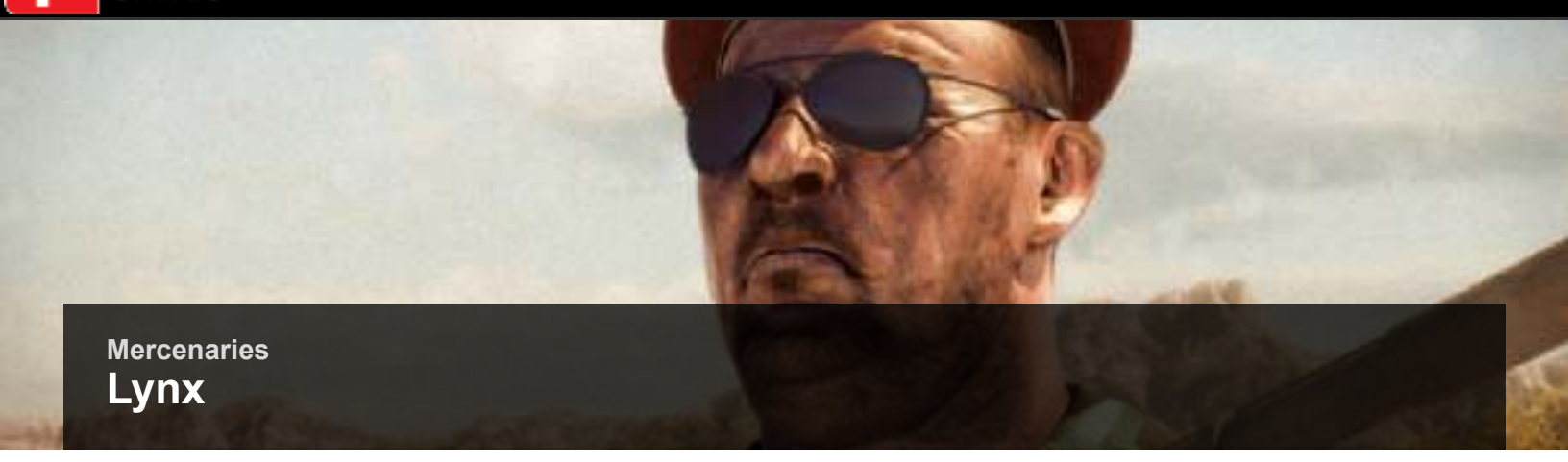
Long-Term Play

You could really choose to take any route with Len and make it work. Sure, turning him into a medic will take more time than tuning him to be more of a stealthy shooter, but Len's greatest strength starting out is his (admittedly limited) ability to pick up and make use of many of the game's support tools.

If you like the idea of cultivating him as a one-man army, split your points evenly among medical, explosives, and mechanical until each one is roughly on the level with marksmanship/stealth.

From there, it's really player's choice as to what gets boosted next. Note, however, that it is inadvisable to send out a single merc on most missions, no matter how high his or her stats might be.

The enemy's main advantage in this game is superior numbers, meaning that even the most capable soldier-for-hire will inevitably be overwhelmed.



Mercenaries

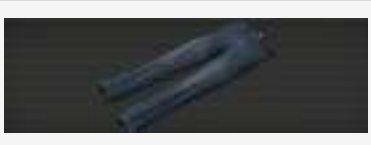
Lynx

NAME: Rudy "Lynx" Roberts
HEALTH: 77
STAMINA: 79
STARTING LEVEL: 4

CONTRACT

HIRING COST : $35,000
EQUIPMENT COSTS : $9,375
TOTAL COSTS : $44,375

STARTING GEAR

Gear	Image
M-14 rifle	
7.62mm NATO x20	
4x telescopic sight	
Jeans	
Hawaiian shirt	
Military boots	

ATTRIBUTES

Attribute	Level
Agility	79
Dexterity	86
Strength	77
Intelligence	71
Perception	73

SKILLS

Skill	Level
Medical	34
Explosives	50
Mechanical	29
Markmanship	79
Stealth	39

TRAITS

Sniper rifle: Expert at using sniper rifles

Night ops: Morale rises in night missions

Macho: Morale rises when working in a squad with some women

Strengths/Weaknesses

Just like Raven, Lynx is an ideal sniper. Raven has the edge in terms of raw stats, but the expert trait boost that Lynx gets for using sniper rifles potentially makes him a stronger shooter overall once he's been properly leveled up.

Also like Raven, Lynx suffers in pretty much every other area. That works out just fine for him, however, as he'll spend most of his time way behind the rest of the squad.

Tactics

Treat Lynx like you would any sniper. Park him in an elevated position with good sightlines on the action and let him pick apart the enemy forces one by one.

His stealth rating is considerably lower than Raven's, so be wary of flanking maneuvers. It's a good idea to give Lynx an SMG or handgun, something he can switch to should enemy forces close on his position.

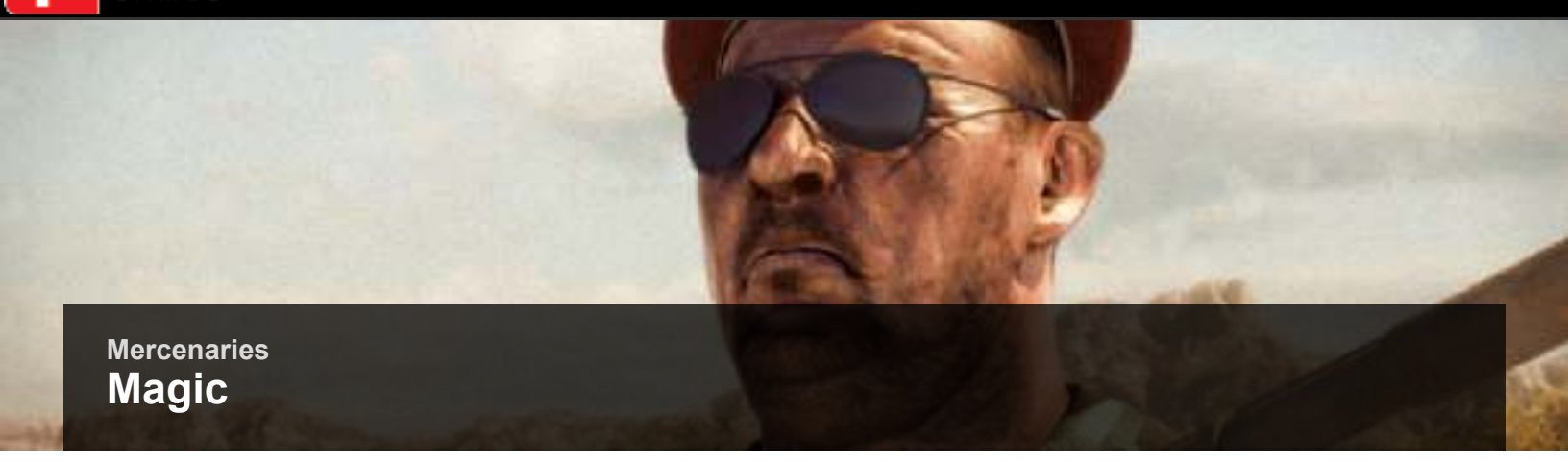
You could also consider taking advantage of Lynx's skill with explosives if you need to fill that role in your squad, but he'll be far more effective on the battlefield if you prioritize his role as a sniper because there are so few of those in the game.

One thing you should be sure to do early on: Replace that 4x sight of his with something that has more range.

Long-Term Play

As mentioned above, Lynx really benefits you the most as a sniper. He's got a high starting dexterity and middling explosives/mechanical ratings, so you might be tempted to improve those. Resist the temptation.

Focus instead on improving dexterity and marksmanship. Stealth isn't a bad choice either, because the added concealment will only help when Lynx is firing his unsilenced weapon from the fringes of the map.



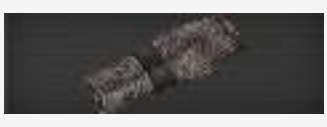
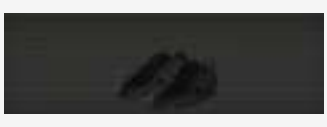
Mercenaries
Magic

NAME: Earl "Magic" Walker
HEALTH: 92
STAMINA: 99
STARTING LEVEL: 5

CONTRACT

HIRING COST : $53,000
EQUIPMENT COSTS : $10,940
TOTAL COSTS : $63,940

STARTING GEAR

Gear	Image
Steyer	
30 x 5.56x45mm NATO	
Kevlar vest	
Spectra leggings	
Dress shirt	
Casual shoes	
Field cleaning kit	
Lock picks	

ATTRIBUTES

Attribute	Level
Agility	99
Dexterity	89
Strength	92
Intelligence	80
Perception	94

SKILLS

Skill	Level
Medical	24
Explosives	27
Mechanical	91
Markmanship	74
Stealth	95

TRAITS

Chameleon: Skilled at hiding even without perfect camouflage items

Assault rifle: Expert at using assault rifles

Athletic: Slower decrease in stamina while running

Strengths/Weaknesses

Magic is one of the most physically fit mercs on the roster. All his attributes are around 90, except for a slightly lower intelligence. His athletic trait is a testament to the training he goes through and his numbers echo that fact.

On top of his peak physical conditioning, he excels at anything mechanical. Also, for a man as tough as Magic, he is incredibly agile and moves like a cat. If he has any notable weakness it is his marksmanship, but it is not significant.

Tactics

The strength and stamina of a rhino with the agility and speed of a tiger make him truly earn the name Magic. His incredibly high stealth and chameleon trait make him a virtual ghost on the battlefield.

Although he doesn't specifically excel at melee combat, his high strength and stealth abilities give him a ninja-like ability to remove enemies. Take advantage of his stealth to get him into excellent ambush positions.

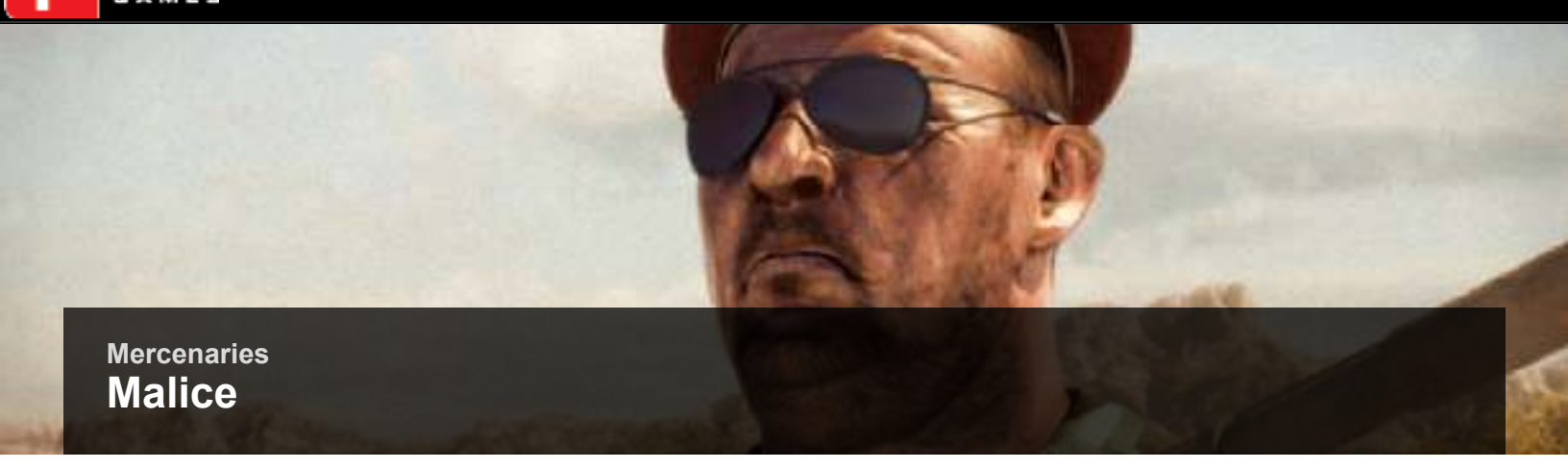
His marksmanship is a bit low compared to the rest of his skills, but is offset by high dexterity. This means he is still a very effective shooter, and his physical skills give him the speed, sight, and strength to lead any squad or gun down enemies from the flank.

Long-Term Play

The only attribute Magic is lacking in is intelligence but because his medical skills are not his strong suit it is not a real weakness. You can still funnel a few points into intelligence if you want him to level up quicker because his other numbers are so high.

At the start, all he can use is a syringe, which is not a lot of help, and making his next medical check of 40 is a long ways off. It is probably better to abandon the medical side and focus on his only other lacking trait--marksmanship.

Put your efforts into boosting his shooting ability. It will eventually match his physical prowess, making him an elite solider who can handle any situation on the battlefield.



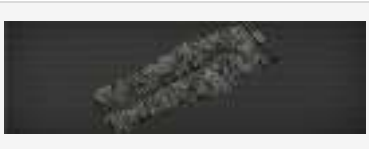
Mercenaries
Malice

NAME : J.P. "Malice" Viau
HEALTH : 89
STAMINA : 81
STARTING LEVEL : 3

CONTRACT

HIRING COST : $10,000
EQUIPMENT COSTS : $4,315
TOTAL COSTS : $14,315

STARTING GEAR

GEAR	IMAGE
Beretta 93R pistol	
9mm Parabellum x15	
Knife	
Light flak jacket	
T-shirt	
Kevlar pants	
Coreplayer	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	81
DEXTERITY	92
STRENGHT	89
INTELLEGENCE	55
PERCEPTION	64

SKILLS

SKILL	LEVEL
MEDICAL	12
EXPLOSIVES	16
MECHANICAL	14
MARKSMANSHIP	73
STEALTH	64

TRAITS

Melee mastery : Expert at using melee weapons

Unfit : Faster decrease in stamina when running

Death wish : Morale increases when health is low

Strengths/Weaknesses

Malice is a solid fighter both at range and up close thanks to his high dexterity and strength. He gets a big boost to CQC thanks to his melee expertise, but the unfit trait makes him a poor choice for rushing headlong into the fray.

Save his up-close combat abilities for enemy incursions into your ranks and stealth actions. Beware of the death wish trait, however.

Although that morale boost is always tempting, remember that death in Jagged Alliance: Back in Action is permanent.

Just make healing Malice a lower priority than healing anyone else in your squad; the morale boost means that he'll be providing more effective covering fire as your medic performs his or her duties.

Tactics

Keep Malice on your front lines and switch him from firearm to melee when the enemy sends their close-quarters fighters into your ranks. Also be sure to take advantage of his high stealth rating.

Malice is a great shooter, but have him depend more on his knife (or whatever you replace it with) for any covert ops.

He's very useful for eliminating any enemy stragglers. His high starting agility offsets the unfit trait, should the need arise for him to run away.

Malice can be hired from the start, and none of the mercs dislike him.

He's on the more expensive side in terms of mercs you can hire for your initial squad, so just be mindful of your budget and remember that Malice is effective both as a front-line merc and a stealth operator from the moment he hits the battlefield.

Long-Term Play

Developing Malice is largely a matter of boosting his already considerable strengths as he levels up.

Stealth could probably use the most help in the early going because it's the only skill that isn't also informed by an attribute.

That stealth rating can never really be high enough, so the best bet is to dump your first level-up helping of seven points into it and then start spreading the wealth around as Malice levels up more.

The question then becomes where to spread those points around. Favor marksmanship over dexterity because that's a lower-rated skill to start with.

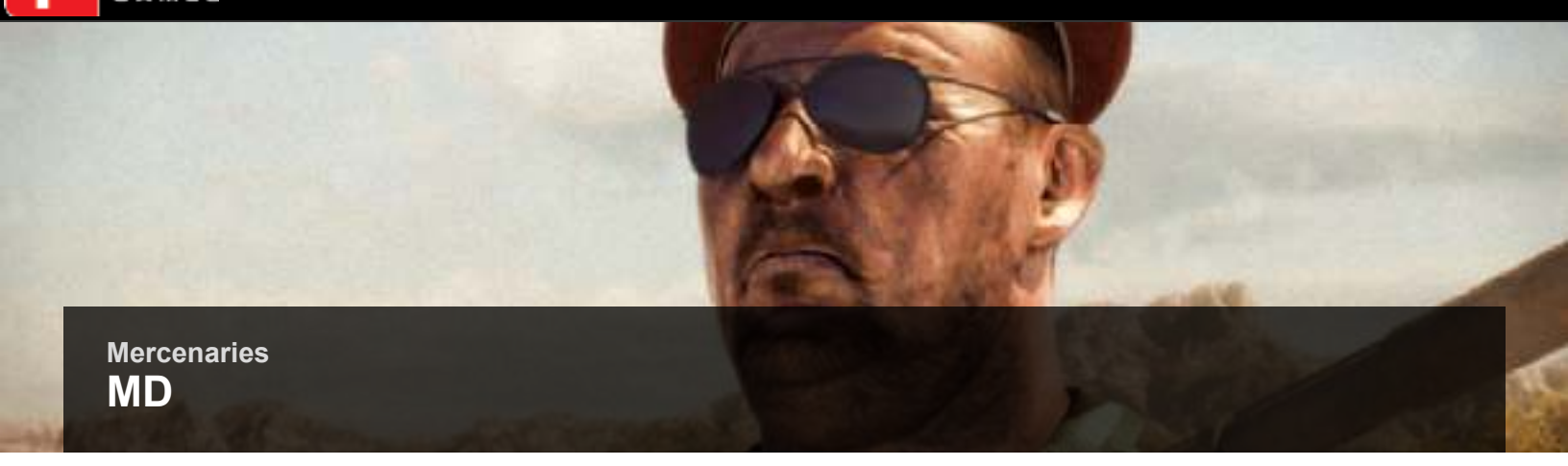
You also won't be making any explosives/mechanical checks with Malice, so his starting dexterity of 92 only influences his ability to shoot.

Also consider boosting strength and, perhaps more importantly, agility. More health and stamina never hurt, and the latter is especially useful for Malice because of his unfit trait.

If you're feeling comfortable with Malice's performance, you could also put the occasional couple of points into intelligence.

You won't be making any medical checks with this merc, but higher intelligence also means faster experience gains.

Malice's starting intelligence of 55 is low enough that it's worth putting at least a little bit of effort into improving.



Mercenaries
MD

NAME : Dr. Michael "MD" Dawson
HEALTH : 76
STAMINA : 62
STARTING LEVEL : 1

CONTRACT

HIRING COST : $9,000
EQUIPMENT COSTS : $2,660
TOTAL COSTS : $11,660

STARTING GEAR

GEAR	IMAGE
Beretta 92F pistol	
9mm Parabellum x15	
Gas grenade	
MedKit	
Shirt	
Trousers – beige	
Sunglasses	
Buck Gaylor Wall Mars	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	62
DEXTERITY	70
STRENGTH	76
INTELLEGENCE	95
PERCEPTION	45

SKILLS

SKILL	LEVEL
MEDICAL	80
EXPLOSIVES	0
MECHANICAL	7
MARKSMANSHIP	52
STEALTH	39

TRAITS

Team player : Morale rises when working in a full squad

Wimp : Morale decreases when health is low

Melee weapons : Skilled at using melee weapons

Strengths/Weaknesses

MD's greatest strength is right there in his nickname. Dr. Michael "MD" Dawson excels at healing.

He's similar in a lot of ways to Spider, with the big differences being his moderately lower medical rating and the fact that you can hire him right at the start of the game.

MD is still skilled enough to use the top-level MedKits from moment one. However his wimp trait can be a cause for concern, but only if you're not diligent about keeping him healthy.

And because MD never has to wait for a medic to reach him, the only issue becomes one of resources.

Tactics

Because MD's stats are very nearly identical to Spider's, he's just like her in being a pure medic. Fill his inventory with healing supplies and ammo for the squad, then let him do his thing.

You don't want your star medic rushing ahead of the squad, and the minimal boost MD gets for melee attacks just isn't worth it with low starting stealth.

That said, it might be handy to keep a combat knife or some other melee weapon in his inventory. That way, when the enemy sends a few melee attackers forward, MD can have an edge in taking them on.

Just make sure you keep your priorities straight and keep him healing fellow mercs whenever they start to take damage.

Long-Term Play

Boosting MD's stats for the late game is a fairly straightforward process. Forget about his melee weapons trait. As MD levels up, you'll want to put a good portion of your points into medical.

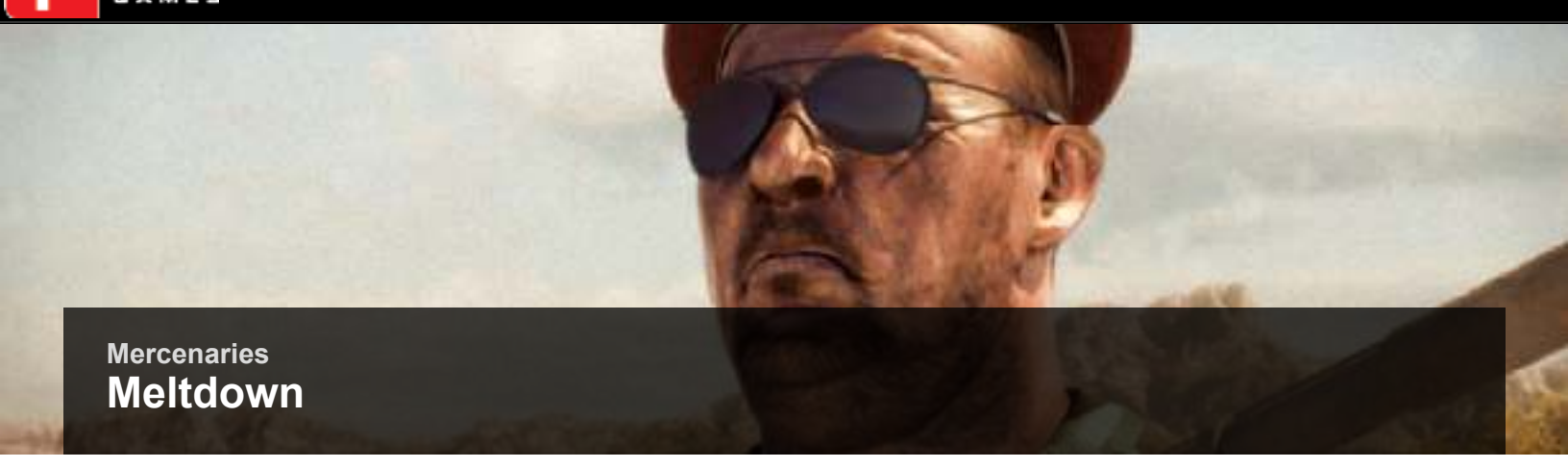
Remember that just the 80 medical rating allows MD to use the top-level MedKits, but it doesn't mean he'll always be successful.

The higher his medical/intelligence ratings are, the greater his success rate and the fewer the resources that will be consumed.

You might see the similarity between MD's and Spider's stats and think that stealth is a viable option, but that's not the case. Remember that two of Spider's traits are very specifically geared toward stealthy play.

That's why you should opt instead to boost MD's dexterity/marksmanship alongside his medical. Give him an assault rifle or pistol as opposed to a machine gun.

You'll use less ammo and will be able to save that much more inventory space for hauling medical supplies.



Mercenaries
Meltdown

NAME : Norma "Meltdown" Jessop
HEALTH : 76
STAMINA : 74
STARTING LEVEL : 3

CONTRACT

HIRING COST : $12,000
EQUIPMENT COSTS : $8,050
TOTAL COSTS : $20,050

STARTING GEAR

GEAR	IMAGE
Beretta 93R pistol	
9mm Parabellum x15	
LAW RPG	
66mm missile x1	
Glasses	
Motorcycle jacket	
Spectra leggings	
Casuals	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	74
DEXTERITY	80
STRENGTH	76
INTELLEGENCE	82
PERCEPTION	83

SKILLS

SKILL	LEVEL
MEDICAL	74
EXPLOSIVES	80
MECHANICAL	76
MARKSMANSHIP	82
STEALTH	83

TRAITS

Explosives : Expert at using explosives

Loner : Morale rises when being alone in a squad

Machine guns : Expert at using machine guns

Strengths/Weaknesses

Meltdown, as her name implies, is built to make things go boom. She's a pro with explosives and machine guns, and her stats reflect those traits.

She also starts out with a high stealth rating, presumably to let you take advantage of that loner trait.

You won't want to use her for too many solo ops, however, as Meltdown's low medical rating leaves her unable to even wrap a simple bandage.

Tactics

The first thing you'll want to do is replace that pistol Meltdown starts with and get her a proper machine gun. You'll also want to ammo up with more LAW missiles and a supply of MG rounds.

Better armor wouldn't hurt, either, because you'll have her sitting on your front lines. Meltdown will be one of your star shooters, and it's important to equip her properly.

Be aware though: You won't be able to silence Meltdown's firearms.

For covert ops, use her instead to sneak around and set any charges without being spotted while a fellow stealthy squad member takes out any stragglers quietly.

It won't matter how much noise Meltdown's MG makes once the fireworks start.

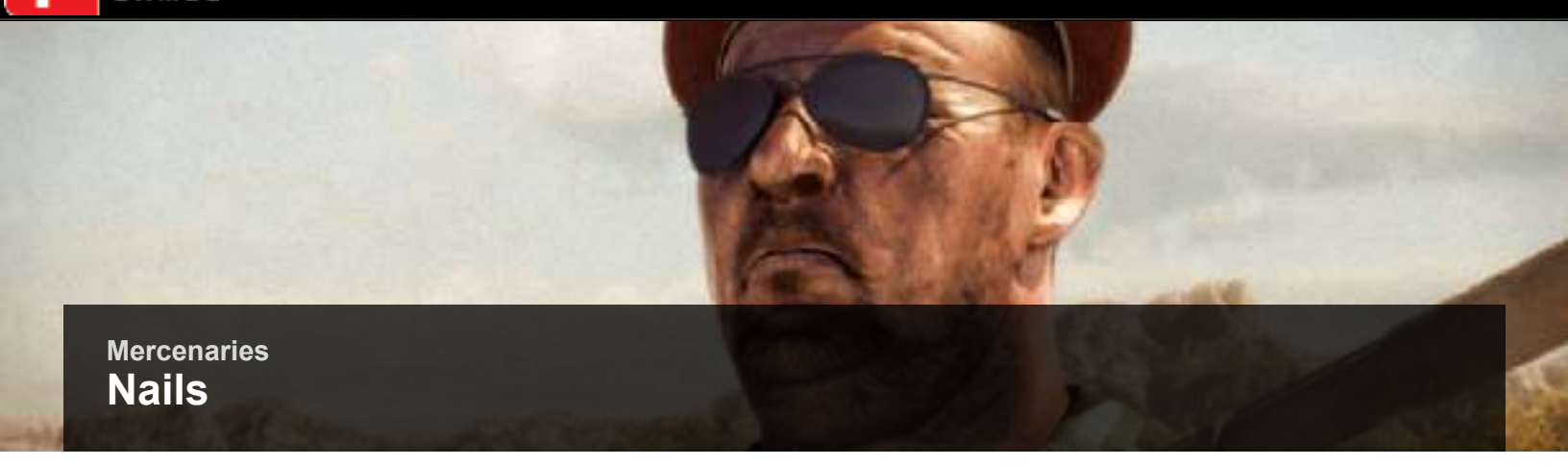
Long-Term Play

Meltdown doesn't have any secondary skills that are worth developing. Focus most of all on boosting her stealth and her dexterity, while also putting a smaller portion of points into marksmanship and explosives.

The two weapons-oriented traits that Meltdown starts out with give her sizable bonuses before you've even leveled her up once, so just keep taking advantage of those while building out a squad around her that can make up for any deficiencies in medical and mechanical skills.

You can hire her right from the start, but Meltdown is really one of the best second-wave mercs that you can hire.

Most starting squads will be in need of an explosives expert and more capable shooter after the first mission or two.



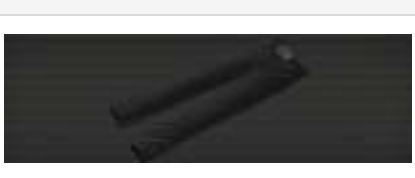
Mercenaries
Nails

NAME : Name: Edgar "Nails" Smorth
HEALTH : 90
STAMINA : 60
STARTING LEVEL : 4

CONTRACT

HIRING COST : $16,000
EQUIPMENT COSTS : $4,606
TOTAL COSTS : $20,606

STARTING GEAR

GEAR	IMAGE
NF shotgun	
12 gauge x14	
Tool kit	
Locksmith kit	
Sunglasses	
Motorcycle jacket	
Leather trousers	
Biker boots	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	60
DEXTERITY	78
STRENGTH	90
INTELLEGENCE	63
PERCEPTION	79

SKILLS

SKILL	LEVEL
MEDICAL	11
EXPLOSIVES	78
MECHANICAL	63
MARKSMANSHIP	62
STEALTH	91

TRAITS

Shotguns : Skilled at using shotguns

Tough : Takes less damage in melee combat

Strengths/Weaknesses

Nails' main talents lie in his dexterity-based skills. Explosives, mechanical, and marksmanship all start on the high side, and they all get the added boost from his 78 dexterity.

Nails is also naturally sneaky, with the game's third-highest starting stealth rating. The key is to not let his traits fool you.

The small bonuses Nails will get are more than offset by his natural skills. If you're only using him for close-quarters actions and melee combat, then you're wasting his many talents.

Tactics

As mentioned above, the key with Nails is to not fall into the traits trap. Have him hand off his starting shotgun to a more close-quarters-oriented squad member and give him a machine gun or assault rifle instead.

You'll also want to get him some kind of rocket or grenade launcher if you don't already have an explosives handler on your squad.

It's true that Nails' stealth skill doesn't really fit into this equation; think of him less as a covert ops guy and more as someone who is ideal for setting up ambushes.

The 91 stealth rating is very useful for getting Nails into a flanking position. It doesn't matter how much noise he makes when anyone who hears it is already doomed to begin with.

Nails can't be hired at the start on his own, but he'll join any team that Fox is on. Be aware though that hiring both at the start of the game won't leave you with enough scratch to pick up anyone else.

Save Nails instead as one of your possible second-round hires, especially if you're going to have him working with Fox.

Long-Term Play

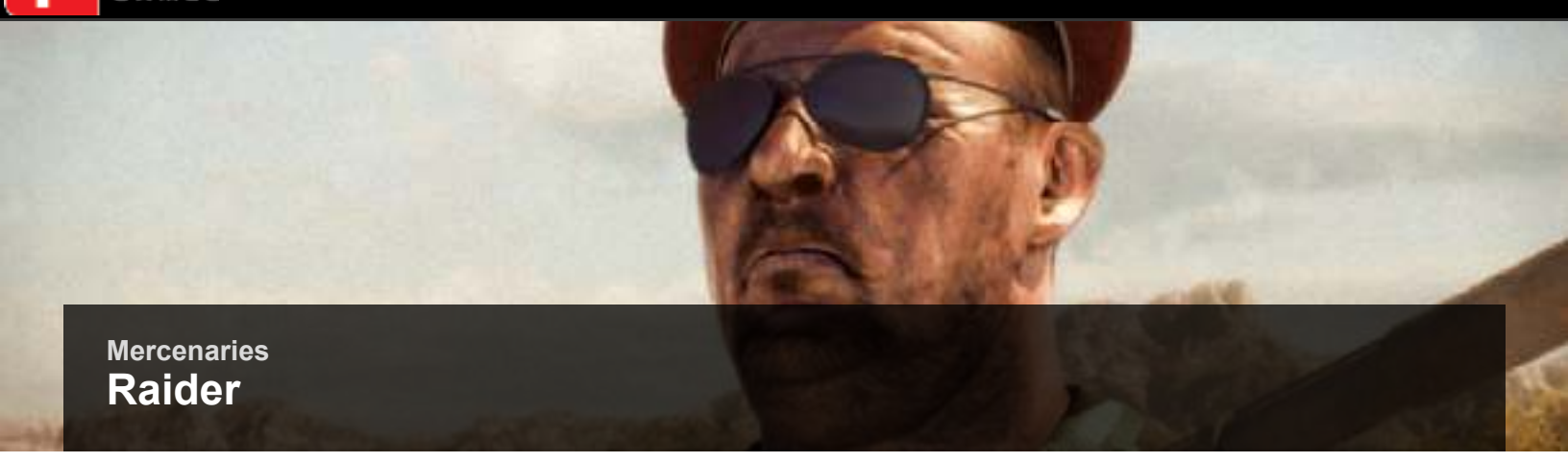
With Nails, just keep on boosting his natural skills. Focus on dexterity most of all, since it informs all explosives/mechanical/marksmanship checks.

Leave stealth alone; those points will do much more good elsewhere and the starting 91 rating is plenty for any of the sneaking you'll have him doing.

You could always drop some points into Nails' agility rating because his 60 stamina is a weak-ish link. Think carefully about how you'll be using him, though. Nails will spend most of his time operating close to his squad.

Whenever you do send him out to sneak, it's more than likely just going to involve getting him into a nearby position for an eventual ambush.

Nails' stamina could be higher, but it's really not necessary when those same points could just as easily be used to improve his natural talents.



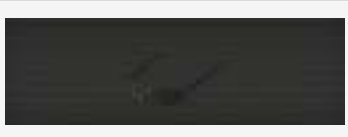
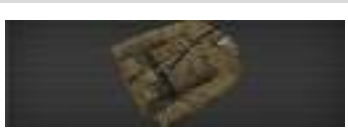
Mercenaries
Raider

NAME: Ron "Raider" Higgens
HEALTH: 80
STAMINA: 71
STARTING LEVEL: 4

CONTRACT

HIRING COST : $20,000
EQUIPMENT COSTS : $4,960
TOTAL COSTS : $24,960

STARTING GEAR

Gear	Image
MP5SD SMG	
9mm Parabellum x15	
9mm Parabellum x15	
Sunglasses	
Uniform	
Kevlar pants	
Military boots	

ATTRIBUTES

Attribute	Level
Agility	71
Dexterity	72
Strength	80
Intelligence	76
Perception	87

SKILLS

Skill	Level
Medical	11
Explosives	20
Mechanical	12
Markmanship	72
Stealth	78

TRAITS

Team player: Morale rises when working in a full squad

Assault rifle: Skilled at using assault rifles

Strengths/Weaknesses

Raider is a good merc to hire for a covert ops squad. His secondary skills are laughably poor, but he's very handy with a gun--particularly the longer-range assault rifles, thanks to his trait - and he's great at staying out of sight.

You'll want him along on any mission where the odds are stacked against your squad and every shooter helps.

Tactics

As mentioned above, Raider is best used in the role of stealthy shooter. You'll want to use him as the pointman in any squad, with guard mode on whenever possible. His default silenced SMG is a useful weapon to have, but you'll definitely want to supplement it with an assault rifle, preferably a scoped one.

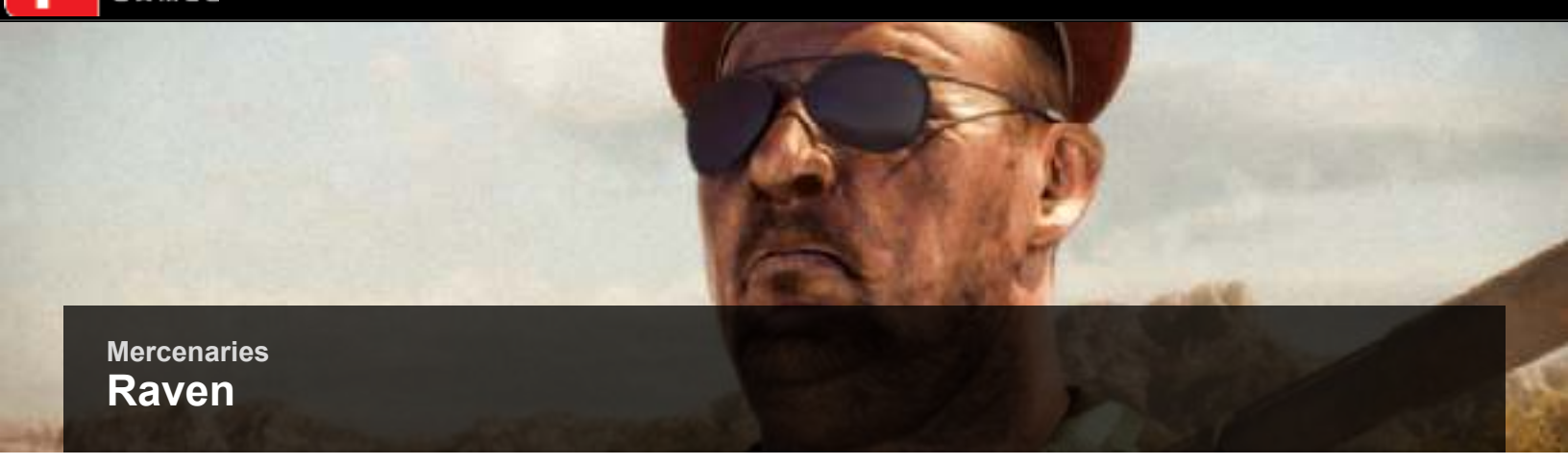
Raider doesn't have to worry about hauling around extra equipment because of his lack of secondary skills, so you can feel free to fill that free inventory space with extra ammunition.

Make sure the AR is armed whenever you've got Raider in a lookout role because the SMG doesn't have the range he'll need to really take advantage of the added Guard Mode range he gets from his high perception.

Long-Term Play

Stick with what Raider knows and you'll end up with a much more effective Raider. Forget about explosives/mechanical/medical. The starting rating for each is just too low to warrant putting any effort into boosting them.

Focus instead on getting dexterity, marksmanship, and stealth up even higher. Focus on dexterity/marksmanship first, but you'll want to be boosting all three at roughly the same pace once they're on the level with one another.



Mercenaries

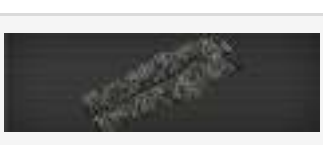
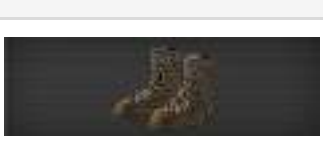
Raven

NAME: Charlene "Raven" Higgens
HEALTH: 56
STAMINA: 76
STARTING LEVEL: 5

CONTRACT

HIRING COST : $23,000
EQUIPMENT COSTS : $10,740
TOTAL COSTS : $33,740

STARTING GEAR

Gear	Image
M4 Carbine assault rifle	
5.56x45mm NATO x30	
12x telescopic sight	
Light flak jacket	
Knife	
Kevlar pants	
Military boots	

ATTRIBUTES

Attribute	Level
Agility	76
Dexterity	90
Strength	56
Intelligence	77
Perception	94

SKILLS

Skill	Level
Medical	17
Explosives	5
Mechanical	5
Markmanship	90
Stealth	85

TRAITS

Sniper rifle: Skilled at using sniper rifles

Night ops: Morale rises in night missions

Strengths/Weaknesses

Raven is the first true sniper you can pick up, and with the right backup she can do some serious damage from a distance.

Her two 90s in dexterity and marksmanship pretty much guarantee that anything she aims at is going to have a very bad day. She's also got a very high stealth rating of 85, which should help her stay out of sight when she's between shots.

Her low strength/health is a little scary, but remember that Raven is the rare merc who is at her best when kept a significant distance behind or away from the rest of her squad.

Tactics

Raven is the perfect lookout. She's one of the game's best natural shooters, and she arrives in Arulco with a scope-equipped assault rifle.

Replace that at your earliest convenience with a proper sniper rifle to take advantage of her trait; you won't necessarily need the boost, but it also can't hurt. You'll want to camp her out on each map in an elevated position that gives her a clear view of the surrounding area.

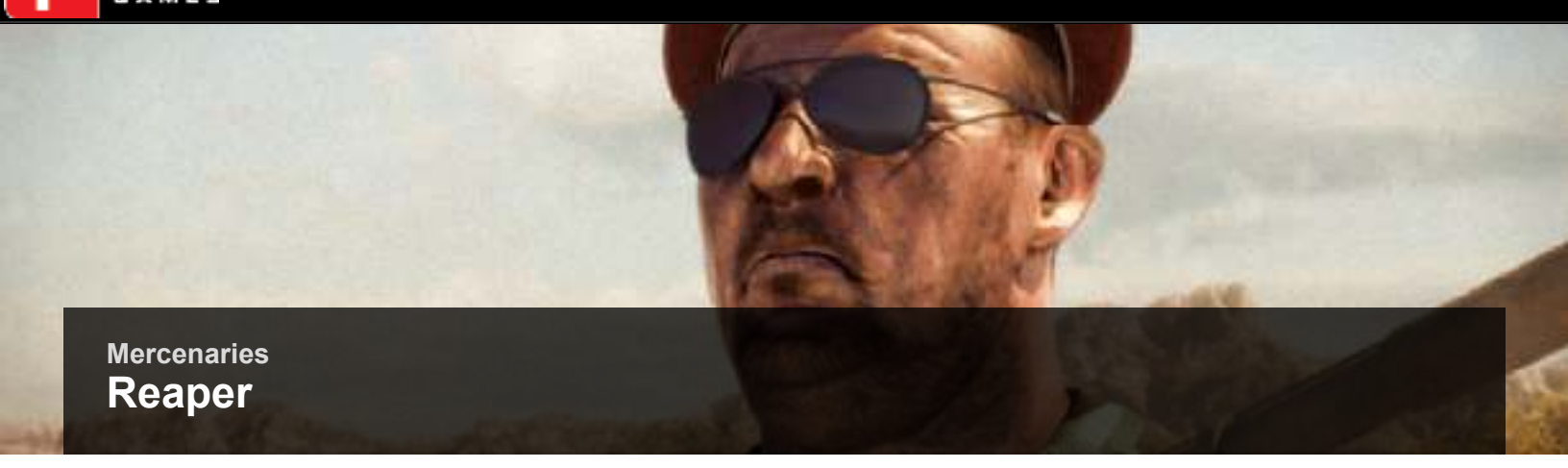
She's downright deadly with Guard Mode turned on because her 94 rating in perception guarantees that she'll be able to do some serious damage to enemy forces before they can close in on any squad members positioned nearby.

Long-Term Play

It's going to be very tempting to take your first set or two of points and dump them into strength. Don't be fooled, though! For Raven, health is almost always going to be a secondary concern.

Focus your efforts instead on improving her latent talents. Do stealth first; it's not exactly a weak point, but with Raven typically operating from a remote position, you'll want to make her as undetectable as possible.

Boosting dexterity/marksmanship can't hurt. Same goes for perception. Intelligence is a good choice too, even over that low strength rating.



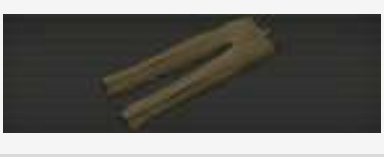
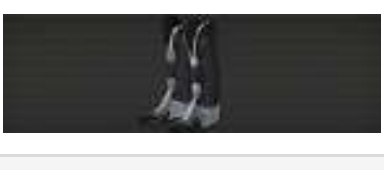
Mercenaries
Reaper

NAME: Carl "Reaper" Sheppards
HEALTH: 79
STAMINA: 92
STARTING LEVEL: 6

CONTRACT

HIRING COST : $48,000
EQUIPMENT COSTS : $11,675
TOTAL COSTS : $59,675

STARTING GEAR

Gear	Image
NF SCAR-H CQB	
USP .45	
10 x .45 ACP	
Silencer	
Holographic sight	
Light flak jacket	
Motorcycle jacket	
Black trousers	
Cowboy boots	
Locksmith kit	

ATTRIBUTES

Attribute	Level
Agility	92
Dexterity	82
Strength	79
Intelligence	81
Perception	92

SKILLS

Skill	Level
Medical	2
Explosives	47
Mechanical	37
Markmanship	87
Stealth	90

TRAITS

Chameleon: Skilled at hiding even without perfect camouflage items

Assault rifle: Expert at using assault rifles

Sniper rifle: Expert at using sniper rifles

Strengths/Weaknesses

As his name suggests, Reaper excels at killing. His other skills, such as explosives and mechanical, are just barely passible. For such a bad boy, he has pretty low strength but he compensates for that very well with his incredible stealth and weapon abilities.

Tactics

Reaper excels at close-quarters elimination and long-range assassination. High stealth, the chameleon trait, and a silencer make him a silent and deadly assassin. Let the Reaper sneak in and remove any hard-to-acquire targets and clear a path for the squad.

He is also great for an ambush where he can fall back on his assault rifle to take enemies out fast. On the opposite end of the spectrum, his sight and sniper skills will allow him to wipe out enemies from a great distance.

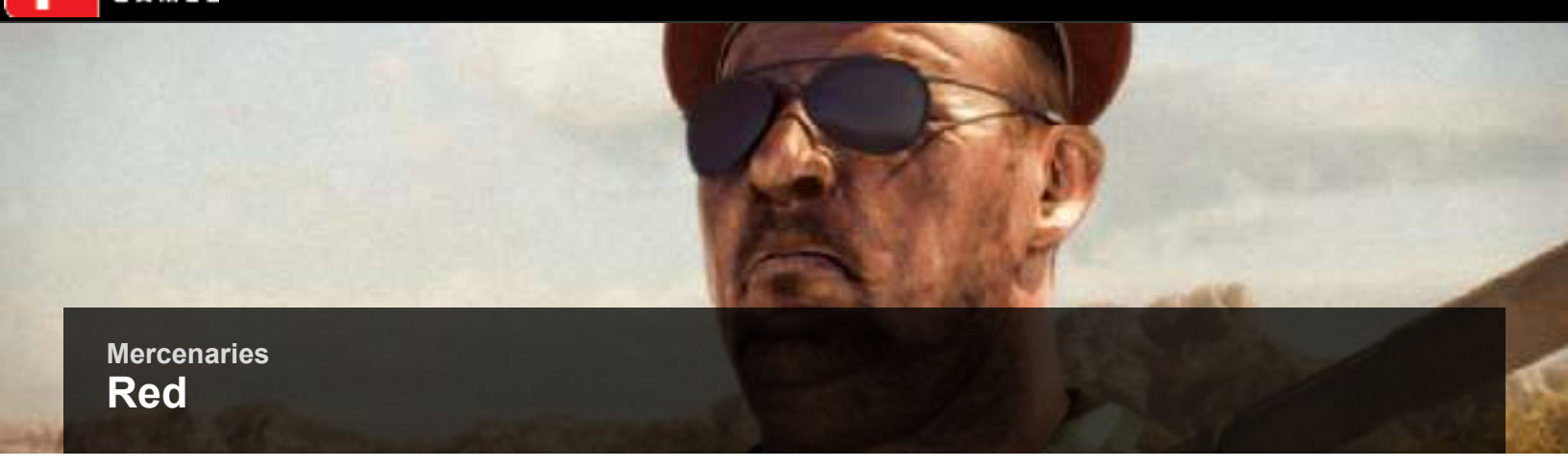
Both of these roles suit him well because his health is relatively low. Try to keep him out of the main line of fire, and let his stealth and long-range precision send the enemies to their graves.

Long-Term Play

Forget about his medical ability. If you want to develop a secondary skill, mechanical or explosives can make sense if you intend to use those abilities to allow him alternative access to his targets.

If he does see a lot of front-line action, consider boosting his health and getting him some decent protection for his torso. The real object with Reaper is to improve his killing efficiency.

Because his stealth is already so high, that means pumping points into dexterity and, to some extent, marksmanship. Whether up close or far away, accuracy and precision kill, so the best bet is to make him even better at what he does so well.



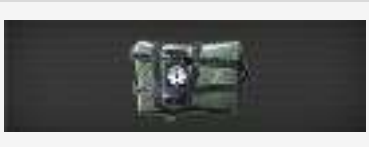
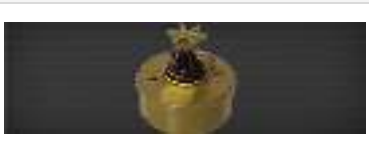
Mercenaries
Red

NAME : Ernie "Red" Spragg
HEALTH : 69
STAMINA : 66
STARTING LEVEL : 4

CONTRACT

HIRING COST : $10,000
EQUIPMENT COSTS : $3,680
TOTAL COSTS : $13,680

STARTING GEAR

GEAR	IMAGE
Klock 17 pistol	
9mm Parabellum x15	
Field cleaning kit	
C4 with timer	
Land mine	
Light flak jacket	
Flannel dress-shirt	
Trousers – green	
Casuals	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	66
DEXTERITY	81
STRENGTH	69
INTELLEGENCE	79
PERCEPTION	77

SKILLS

SKILL	LEVEL
MEDICAL	5
EXPLOSIVES	82
MECHANICAL	33
MARKSMANSHIP	58
STEALTH	15

TRAITS

Explosives : Expert at using explosives

Team player : Morale rises when working in a full squad

Short sighted : Morale decreases when not wearing any glasses

Strengths/Weaknesses

Red is similar to Barry in many ways, except that he's slightly more expensive to hire (something you can do from the start) and he won't fit into the dual role of explosives/mechanical merc as quickly because of his significantly lower starting rating in mechanical.

Red also takes an immediate morale hit from the short-sighted trait and the fact that, for some strange reason, he left his glasses at home.

The tradeoff is that he has higher starting dexterity and marksmanship ratings than Barry, making Red a more potent force on your front lines. Once you buy him a pair of glasses, that is.

Tactics

Red can serve as a front line explosives merc from the very start. Replace his starting pistol early on with a machine gun or SMG. He's also the guy you'll eventually want to equip with a rocket launcher of some kind.

It's been mentioned already, but the key to adding Red to your squads is to get a pair of glasses on his head immediately.

The fact that he doesn't start out with them means that he's taking a constant morale hit, which has an adverse effect on all checks until you correct the problem.

Also be aware that Red is no fan of Buns, so if you want them on the same squad, you'll need to hire her first.

However, you might just want to skip Red and go for the cheaper and more immediately multi-purpose Barry instead.

Long-Term Play

Sprinkle skill points you earn each level into marksmanship, with a lesser, but still constant, focus on improving dexterity and explosives.

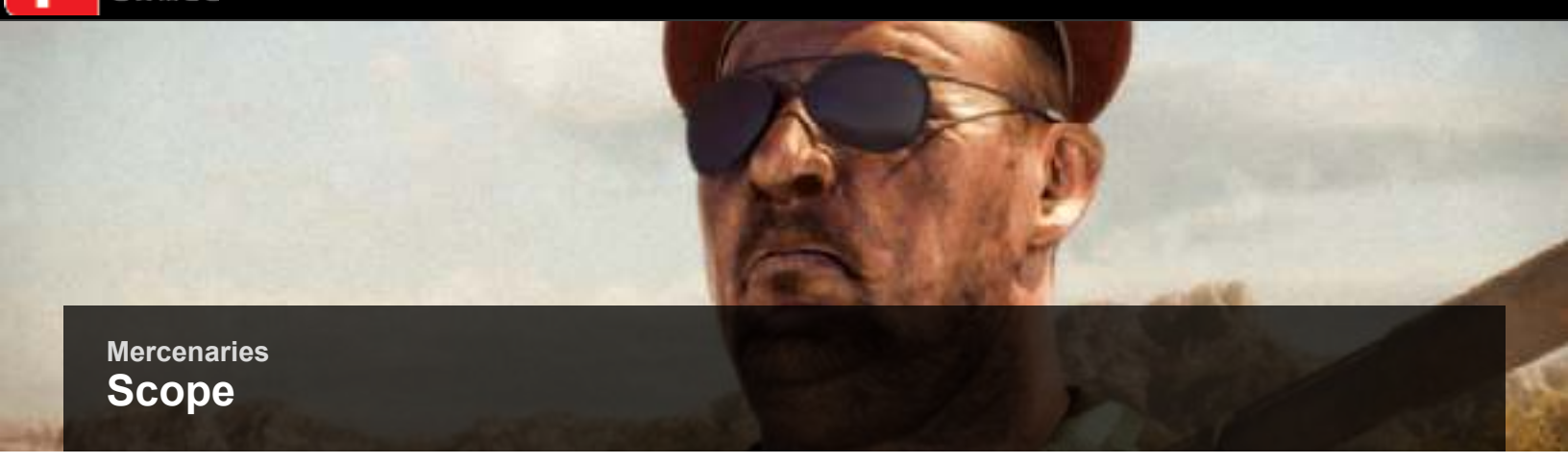
A good formula to go by is two points apiece for mechanical/marksmanship, one apiece for dexterity/explosives, and then the last point wherever you think it will do the most good.

Just remember that Red's explosives expertise means that he's getting a bigger boost when using heavy ordnance than when he's performing any other checks.

If you do end up going with Red, and you want to multitask with him then focus on building up his mechanical.

Because explosives and mechanical both rely on dexterity, there's really no reason that explosives experts on your squads shouldn't also be mechanics.

Just be aware that you'll have to earn at least three levels with Red before you can get him to the point where he can use the highest level mechanical tools.



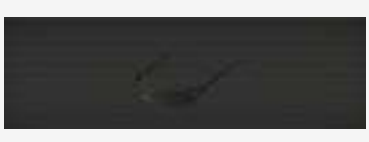
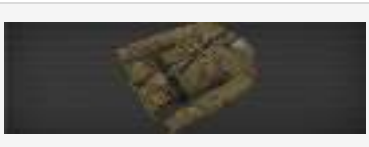
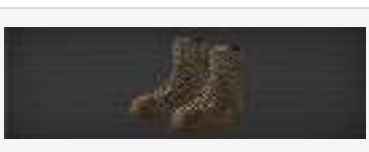
Mercenaries
Scope

NAME : Sheila "Scope" Sterling
HEALTH : 64
STAMINA : 89
STARTING LEVEL : 5

CONTRACT

HIRING COST : $35,000
EQUIPMENT COSTS : $19,605
TOTAL COSTS : $54,605

STARTING GEAR

GEAR	IMAGE
M24 SWS sniper rifle	
12x telescopic sight	
7.62mm NATO x20	
Sunglasses	
Kevlar vest	
Uniform	
Spectra leggings	
Military boots	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	89
DEXTERITY	76
STRENGTH	64
INTELLEGENCE	81
PERCEPTION	99

SKILLS

SKILL	LEVEL
MEDICAL	17
EXPLOSIVES	21
MECHANICAL	4
MARKSMANSHIP	90
STEALTH	89

TRAITS

Sniper rifle : Expert at using sniper rifles

Night ops : Morale rises in night missions

Athletic : Slower decrease in stamina when running

Strengths/Weaknesses

It's right there in her nickname. Scope is a sharpshooter. Her above-average dexterity is on the low side in comparison to the less costly snipers, but her 90 marksmanship rating and expert trait boost for using sniper rifles--a weapon she starts with--more than offset the shortfall.

Scope's stealth is also extremely high, an important skill for any sniper to have. The tradeoff is the same as it is with other snipers: Scope can shoot the wings off of a fly at 500 meters, but she can't really do much of anything else. That's why you build a squad around her.

Tactics

Scope is an ideal sniper to add if you're building a covert ops squad. You're not just paying for the skills, you're also paying for some quality starting gear in her 12x scope-equipped M24 SWS rifle.

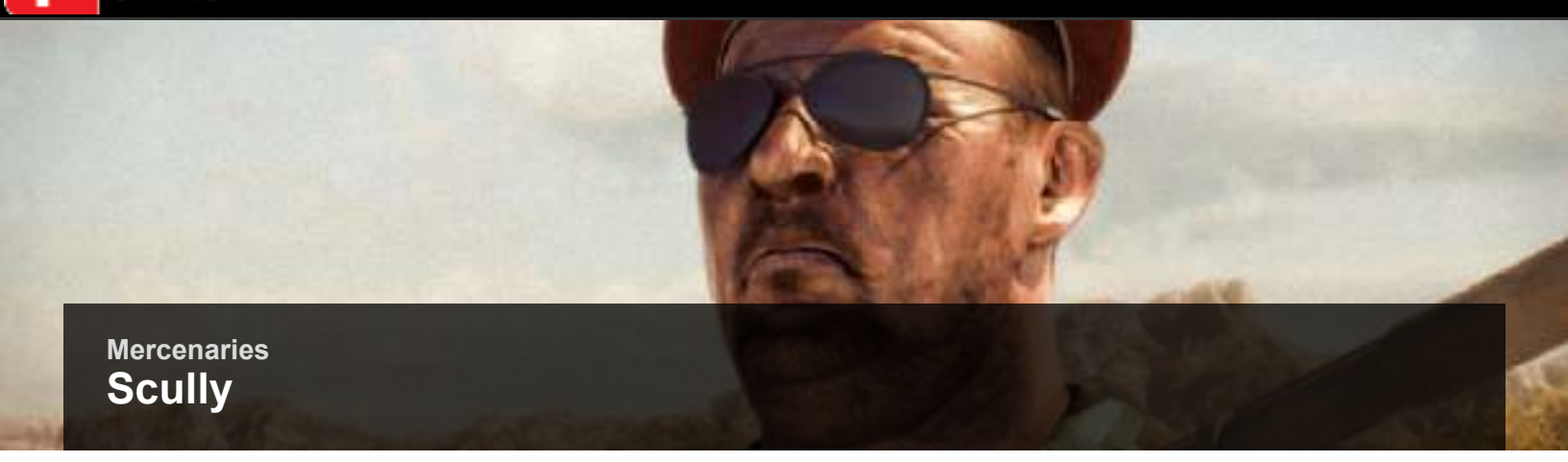
Just like any other sniper, find her an elevated roost to sight targets from and let her go to town. Set her to Guard Mode once the fighting starts and she should take care of herself just fine, thanks to that 99 in perception.

Try equipping her with a short-range secondary weapon. An MP5SD or something that can be silenced is probably best; if a random enemy does get too close, having a silencer equipped will minimize the amount of attention she draws to herself.

Long-Term Play

It's really simple with Scope: Pour all your points for her into dexterity, stealth, and marksmanship, in that order. Once those are maxed out, assuming you get to that point, go for strength and/or intelligence.

There's really little more to it than that. Scope's natural skills are strong enough to start out with that leveling her up really amounts to little more than gravy.



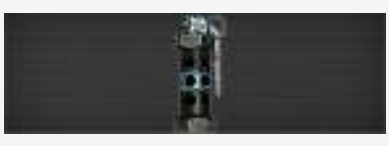
Mercenaries
Scully

NAME : Robert James “Scully” Sullivan
HEALTH : 85
STAMINA : 90
STARTING LEVEL : 5

CONTRACT

HIRING COST : $53,000
EQUIPMENT COSTS : $17,340
TOTAL COSTS : $70,340

STARTING GEAR

GEAR	IMAGE
K&H 21	
Knife	
Kevlar jacket	
60 x 7.62mm NATO	
Syringe	
Spectra pants	
Military boots	
Stun grenade	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	90
DEXTERITY	92
STRENGTH	85
INTELLEGENCE	93
PERCEPTION	92

SKILLS

SKILL	LEVEL
MEDICAL	36
EXPLOSIVES	66
MECHANICAL	61
MARKSMANSHIP	82
STEALTH	85

TRAITS

Machine gun : Expert at using machine guns

Melee mastery : Expert at using melee weapons

Strengths/Weaknesses

Scully might not be an expert in any one area, but is gifted enough to tackle all the mid-level checks for mechanical and explosives. His high dexterity will certainly help in those skill-based checks and also gives him a great boost in aiming.

The only deficiency he has is a low medical skill, but the high level of his other skills and attributes almost make up for it. He is well rounded, with expert traits in melee combat and machine guns.

Tactics

Scully has the ability to go into battle as a melee fighter or a machine gunner. His stamina, stealth, and melee abilities make him a good CQC fighter or someone who can try to pull off a stealth kill.

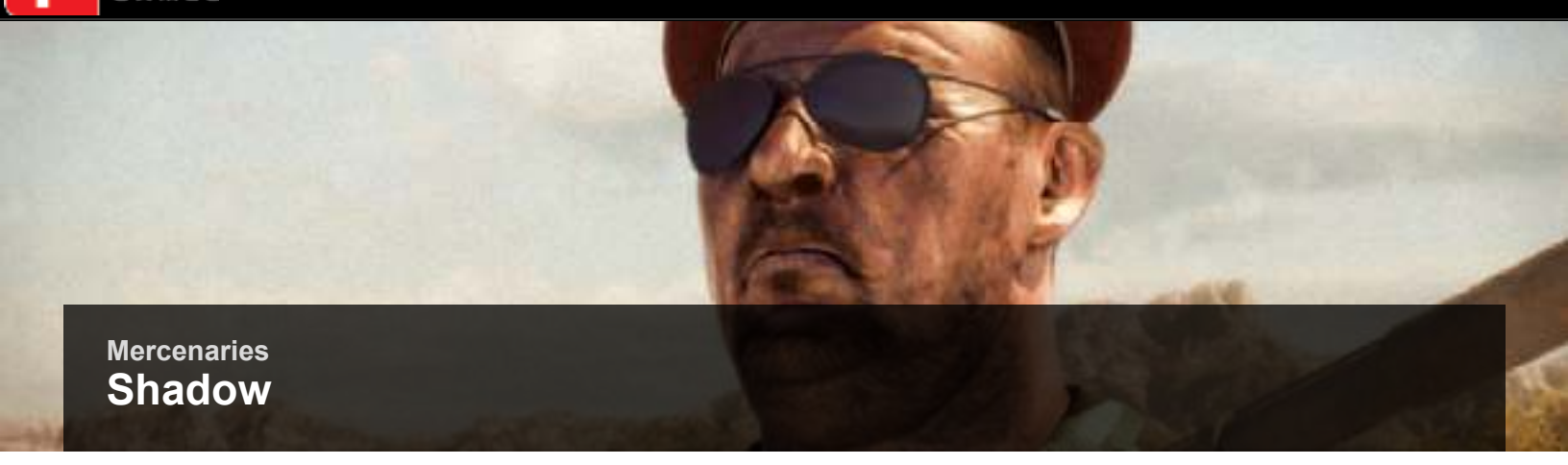
However, his high dexterity and solid marksmanship allow him to expertly handle his K&H 21 to mow down enemies in a barrage of bullets. His high perception should allow him to use Guard Mode to defend or fortify a position with his not-so-light machine gun.

Just make sure to have lots of ammo on hand. Outside of healing, he should be able to aid the squad fixing weapons and planting explosives.

Long-Term Play

He only needs 4 points to meet his next medical requirement, but that is just for the ability to use bandages. He certainly has the intelligence to tackle medical checks, but if there is a good doc in the squad you might want to leave that in their capable hands.

If you like to do a lot of sneaking with Scully, work on his stealth to make him into a silent assassin. His starting dexterity is in great shape, so put a few points into marksmanship to make him into more of a sharpshooter.



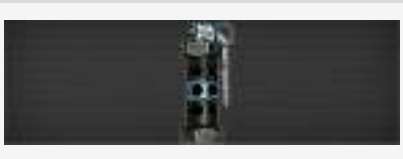
Mercenaries
Shadow

NAME : Kyle “Shadow” Simmons
HEALTH : 88
STAMINA : 96
STARTING LEVEL : 5

CONTRACT

HIRING COST : $43,000
EQUIPMENT COSTS : $14,890
TOTAL COSTS : $57,890

STARTING GEAR

GEAR	IMAGE
M16	
Five-seven	
30 x 5.56x45mm	
50 x 5.7x28mm	
Silencer	
Kevlar vest	
Spectra leggings	
Military dress-shirt	
Boonie hat	
Military boots	
Smoke grenade	
Stun grenade	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	96
DEXTERITY	83
STRENGTH	88
INTELLEGENCE	77
PERCEPTION	78

SKILLS

SKILL	LEVEL
MEDICAL	30
EXPLOSIVES	22
MECHANICAL	12
MARKSMANSHIP	87
STEALTH	97

TRAITS

Chameleon : Skilled at hiding even without perfect camouflage items

Sniper rifle : Expert at using sniper rifles

Night ops : Morale rises in night missions

Strengths/Weaknesses

With a 97 in stealth, you can guess what this merc excels at. He is also very agile, which will come in handy when he treks to find a spot to set up for a long-range kill.

All his equipment skills are pretty low and those tasks are better left to his more adept comrades. All his traits point toward a deadly sniper who can remain undetectable.

Tactics

Shadow's skill set is very similar to Reaper's, but he lacks the expertise in assault rifle to make him a front-line commando. With the highest stealth in the game, his tactics should be pretty clear.

Try to put him into nighttime combat to get the morale boost and further enhance his concealment. With his chameleon trait, high stealth, and lack of illumination at night, he should be practically invisible. Take advantage of his abilities and use him to sneak in and rectify problem spots with his trusty silenced pistol.

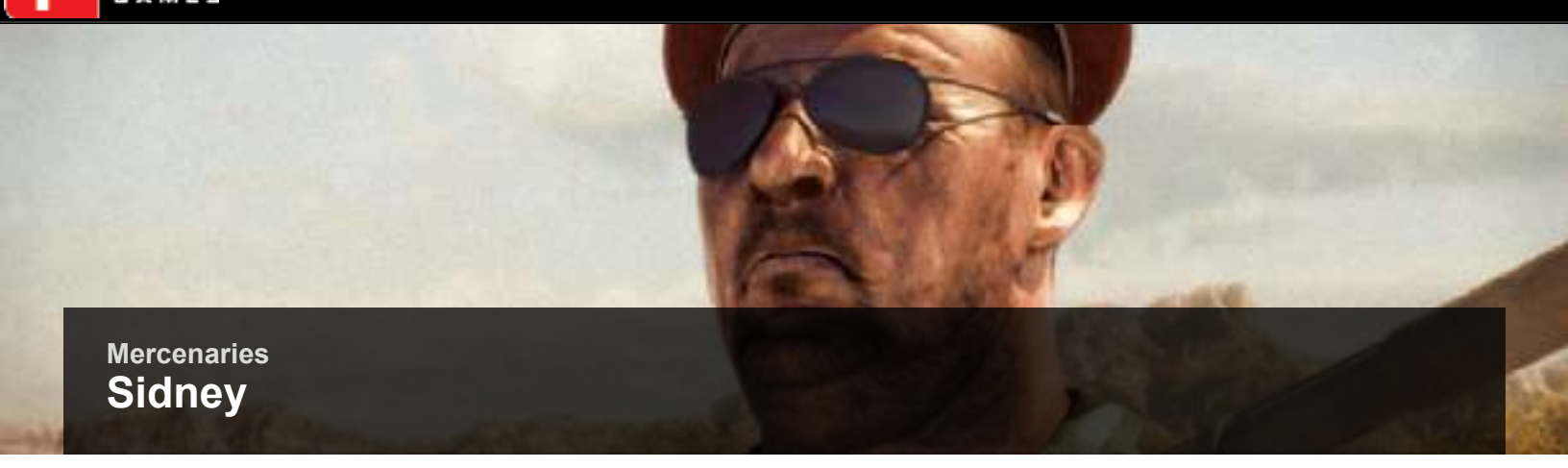
However, it is a shame to put his sniper skills to waste. Get him a good sniper rifle and place him anywhere on the map where he can get the elevation and line of sight to wipe out enemies one by one. His extreme stealth abilities should allow him to get into any position on the map and stay there without being seen.

Long-Term Play

Equipment-based skills are not his strong suit and are probably not worth the effort. The only one that could make sense is medical because he might be out alone away from the rest of the squad.

The best way to advance this soldier is increasing his dexterity and marksmanship to make him an even more effective sharpshooter.

Also, his perception is pretty low for an expert with a sniper rifle. That attribute could stand a boost so he can see farther and auto-engage targets at a greater distance.



Mercenaries
Sidney

NAME : Sidney Nettleson
HEALTH : 76
STAMINA : 70
STARTING LEVEL : 5

CONTRACT

HIRING COST : $15,000
EQUIPMENT COSTS : $6,388
TOTAL COSTS : $21,388

STARTING GEAR

GEAR	IMAGE
L85 machine gun	
5.56x45mm NATO x30	
Bandages	
Frag grenade	
Light flak jacket	
Dress shirt	
Trousers – beige	
Casuals	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	70
DEXTERITY	91
STRENGTH	76
INTELLEGENCE	78
PERCEPTION	89

SKILLS

SKILL	LEVEL
MEDICAL	44
EXPLOSIVES	15
MECHANICAL	2
MARKSMANSHIP	72
STEALTH	82

TRAITS

Team player : Morale rises when working in a full squad

Gunslinger : Lower penalty when shooting weapons from the hip in running stance

Strengths/Weaknesses

Sidney is at his best with a gun in his hand. Whether he's lying on his belly, crouched behind cover or, thanks to the gunslinger trait, running at full speed, you'll find that his shots find their mark more often than they don't.

He's also got a fairly high starting stealth and a much lower, but still formidable, starting medical. The trick with Sidney is knowing how to cultivate those skills.

Tactics

The key with Sidney is to leave him in Guard Mode at all times, unless you're on a covert op. His 89 perception rating means he'll be sighting and shooting at distant enemies before most of your other squad members can even target them.

Sidney is also a good merc for setting up ambushes because he'll have an easier time sneaking around enemy forces than most, thanks to his high stealth.

Sidney can be hired at the start of the game, and he's a solid choice to lead your team through the first mission even if you forgo hiring a medic to join him.

He's a crack shot and his limited healing abilities should be enough to carry a squad of two through the airport takeover.

Once that's out of the way, you can head to the farm or the water pump and get enough diamonds to hire anyone you want and equip them, all without ever having to fire a shot.

Long-Term Play

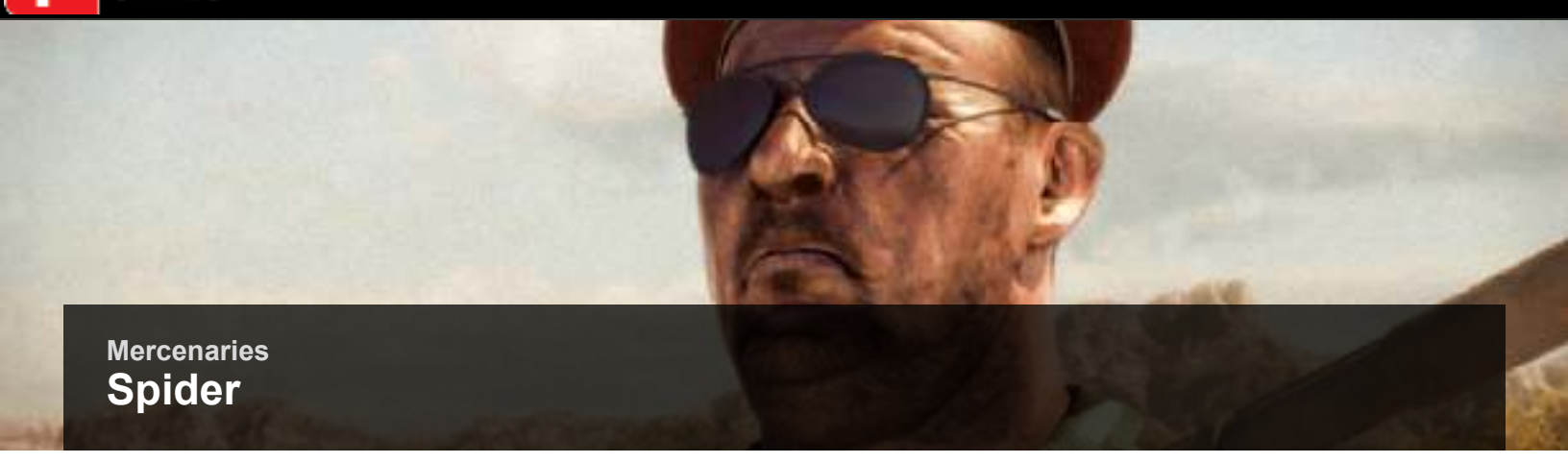
You'd usually want to focus on boosting a merc's dexterity because that attribute informs multiple skills, but Sidney's is so high to start with that you're better off looking elsewhere.

Dropping some points into marksmanship certainly can't hurt, but the real question is whether to build Sidney out as a healer or a covert ops specialist. Base your decision on what the makeup of your squad is and who else you'd eventually like to hire.

If you go the stealth route, try to keep putting points into marksmanship as well, and make sure to get Sidney a weapon that can be silenced. He can easily run point in any covert ops squad.

Building Sidney as a combat medic instead is potentially more useful than going the stealth route, but it's going to take more time. His starting medical rating of 44 is on the low side, but his 78 intelligence is rather high.

Put the bulk of your points into medical, but try to put at least one into intelligence every level, since it'll help you level up that much more frequently.



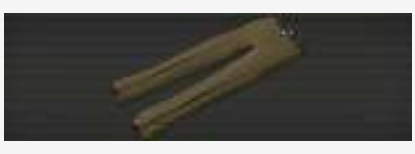
Mercenaries
Spider

NAME : Donna "Spider" Houston
HEALTH : 68
STAMINA : 56
STARTING LEVEL : 1

CONTRACT

HIRING COST : $8,500
EQUIPMENT COSTS : $1,570
TOTAL COSTS : $10,070

STARTING GEAR

GEAR	IMAGE
.38 W&S revolver	
.38 Special x18	
MedKit	
Casuals	
Coat	
Trousers – blue	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	56
DEXTERITY	69
STRENGTH	68
INTELLEGENCE	90
PERCEPTION	72

SKILLS

SKILL	LEVEL
MEDICAL	94
EXPLOSIVES	0
MECHANICAL	0
MARKSMANSHIP	53
STEALTH	44

TRAITS

Night ops : Morale rises in night missions

Chameleon : Skilled at hiding even without the perfect camouflage items

Amazon : Morale rises when working in a squad with only women

Strengths/Weaknesses

Spider can't be hired as a starting merc, which is too bad because her intelligence/medical stats are sky-high for someone who costs so little to add to your team.

She's completely incapable with explosives and mechanical tasks, and her other two skill ratings (marksmanship and stealth) offset the extremely high medical.

Fortunately, Spider also has some solid attribute ratings, with only agility coming in below 60.

Tactics

Spider is a pure medic. Devote her to keeping your team alive, and she will do just that.

She can hold her own in a firefight with her middling marksmanship and above-average dexterity ratings, but your best bet is fill half her inventory with healing items and use the rest to hold gear for her squad.

She is not a combat-centric merc, so try to use her stealth and traits to gain a favorable position or give her a long-range weapon and keep her out of the brunt of intense combat.

Long-Term Play

It should be apparent straight away that mechanical and explosives are out. There are two different approaches you could take with Spider, and you'll probably go with both in the long run.

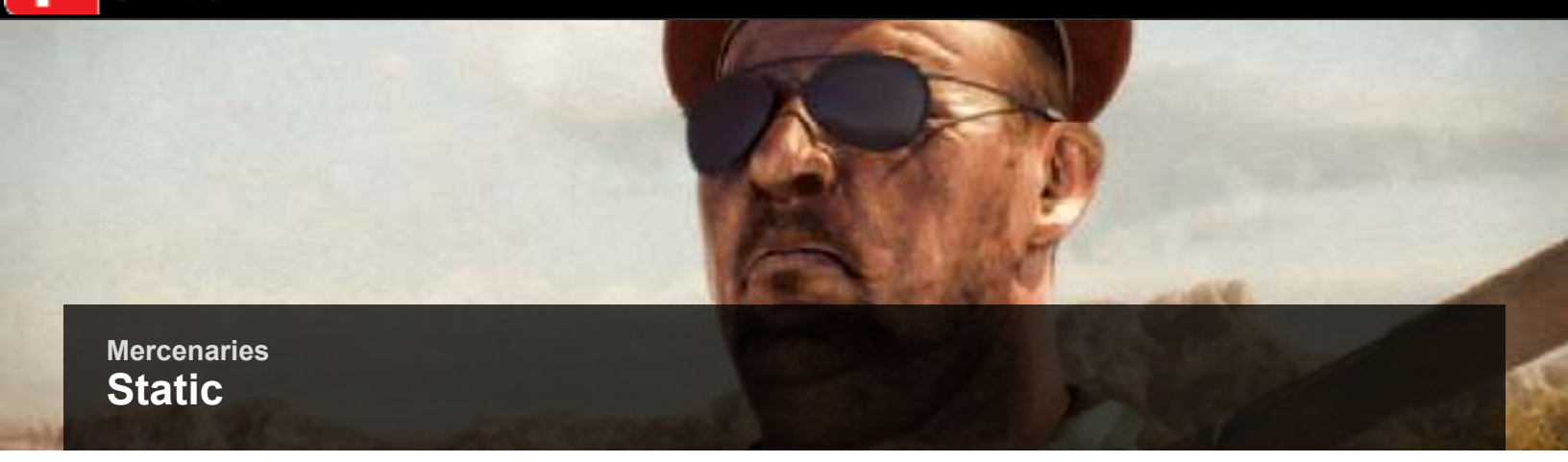
So, it's really more a matter of the course you'd like her development to take. Because you can't hire Spider at the start of the game, it's probably best to go the stealth route first.

This plays directly to her night ops and chameleon traits because both are a good fit for a covert ops squad.

The quicker you can get her to a point where she's tough to spot, the quicker you'll be able to use her as the healing backbone of any covert ops-focused squad that you put together.

You'll want to boost Spider's dexterity and, more importantly, marksmanship. Dexterity may be a multi-purpose attribute, but you'll really only be relying on it for aiming checks.

Because it starts out relatively high, marksmanship is a better bet.



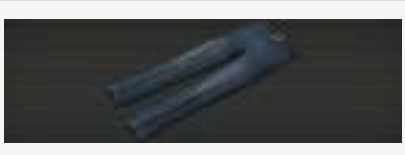
Mercenaries
Static

NAME : : Kirk "Static" Stevenson
HEALTH : 69
STAMINA : 66
STARTING LEVEL : 4

CONTRACT

HIRING COST : $25,000
EQUIPMENT COSTS : $3,188
TOTAL COSTS : $28,188

STARTING GEAR

GEAR	IMAGE
M870 shotgun	
12 gauge x14	
Field cleaning kit	
Weapon oil	
Flannel dress shirt	
Jeans	
Casuals	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	66
DEXTERITY	74
STRENGTH	69
INTELLEGENCE	79
PERCEPTION	78

SKILLS

SKILL	LEVEL
MEDICAL	5
EXPLOSIVES	28
MECHANICAL	99
MARKSMANSHIP	68
STEALTH	15

TRAITS

Shotguns : Skilled at using shotguns

Night Ops : Morale rises in night missions

Strengths/Weaknesses

Static's greatest strength is easy enough to figure out after a quick look at his stats. This man was born to tinker. Whether it's a lock that needs to be fixed or a weapon that needs to be prepared or cleaned, there's no better merc to have in your crew.

Static is also a capable shooter, though his starting shotgun really doesn't require much more than a short range and an in-the-open target to fire upon. He gets a boost for using that shotgun too, thanks to his trait.

Tactics

Static starts with a shotgun and gets a trait boost for using it, but his strength isn't high enough that you're going to want to send him into every building that needs to be cleared.

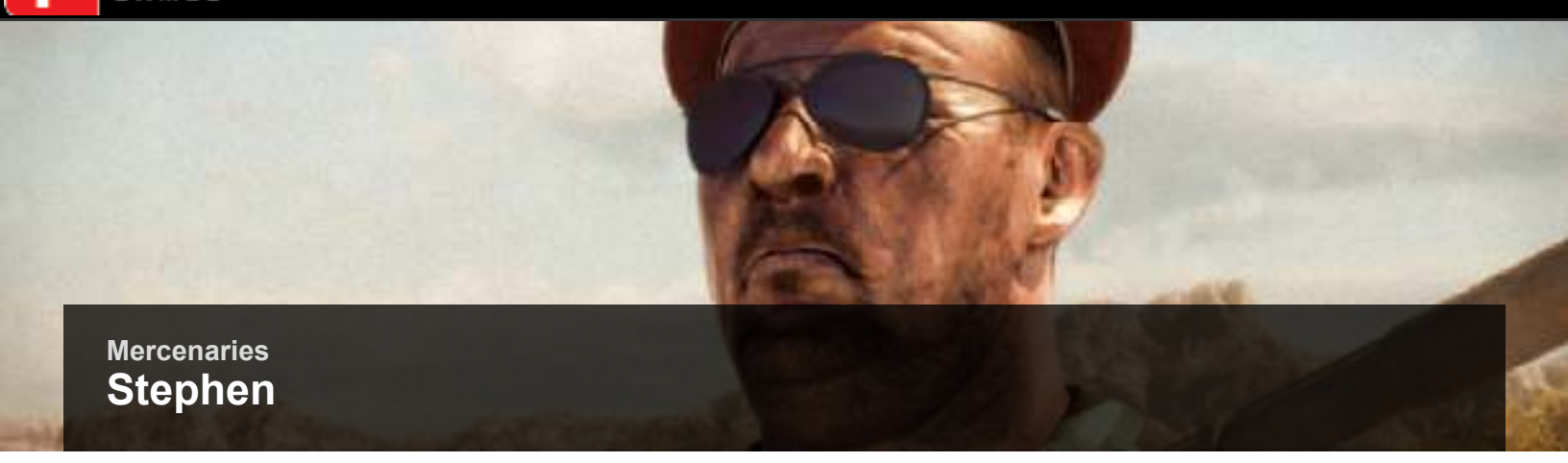
The most helpful thing you can do for Static starting out is to get him some quality armor. The guy doesn't even have a light flak jacket!

As soon as you attend to that shortcoming, Static becomes a go-to merc for picking locks and busting through doors, then clearing out whatever is waiting on the other side.

Long-Term Play

There are really only two stats that you'll want to focus on with Static--strength and dexterity. The former will help him soak up damage when he's clearing out a building and the latter will improve his mechanical and marksmanship checks.

You could also dump some points into marksmanship every now and again. Explosives has potential, too. But with Static likely being a mid- to late-game pickup in most cases, you'll probably already have a merc with more talent in the realm of making things go boom.



Mercenaries
Stephen

NAME : Stephen Rothman
HEALTH : 80
STAMINA : 71
STARTING LEVEL : 5

CONTRACT

HIRING COST : $17,000
EQUIPMENT COSTS : $5,900
TOTAL COSTS : $22,900

STARTING GEAR

GEAR	IMAGE
P90 SMG	
5.72x28mm x50	
C4 with remote control	
Jacket	
Trousers - black	
Coreplayer	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	71
DEXTERITY	78
STRENGTH	80
INTELLEGENCE	94
PERCEPTION	80

SKILLS

SKILL	LEVEL
MEDICAL	25
EXPLOSIVES	66
MECHANICAL	15
MARKSMANSHIP	62
STEALTH	79

TRAITS

Submachine gun : Skilled at using machine guns

Pathfinder : Increased traveling speed on World Map

Strengths/Weaknesses

Stephen is a stealth merc, no question. He's not dressed for it at all when he arrives in Arulco, but his high ratings in stealth, perception, dexterity, and marksmanship make him well-suited for taking out the opposition quickly and quietly.

The SMG trait helps, too, because most SMGs can be silenced and because Stephen actually starts with a P90, one of the better pieces of gear in the game. You'll definitely want to send him out with a medic close at a hand.

Someone with a high mechanical rating will be helpful, too; Stephen's abilities with explosives may allow him to blow holes in walls, but that's not a very stealthy thing to do.

Tactic s

Stephen starts out as a solid stealthy shooter, and he's only going to improve as you give him more targets to shoot. The most critical thing to keep in mind early on is ammo.

The P90's 5.72x28mm ammo isn't nearly as common as 9mm Parabellum or .357 Magnum. As soon as you decide to hire Stephen, put in an order for some more of his ammo. You should also grab him a silencer and some grenades/C4 while you're at it.

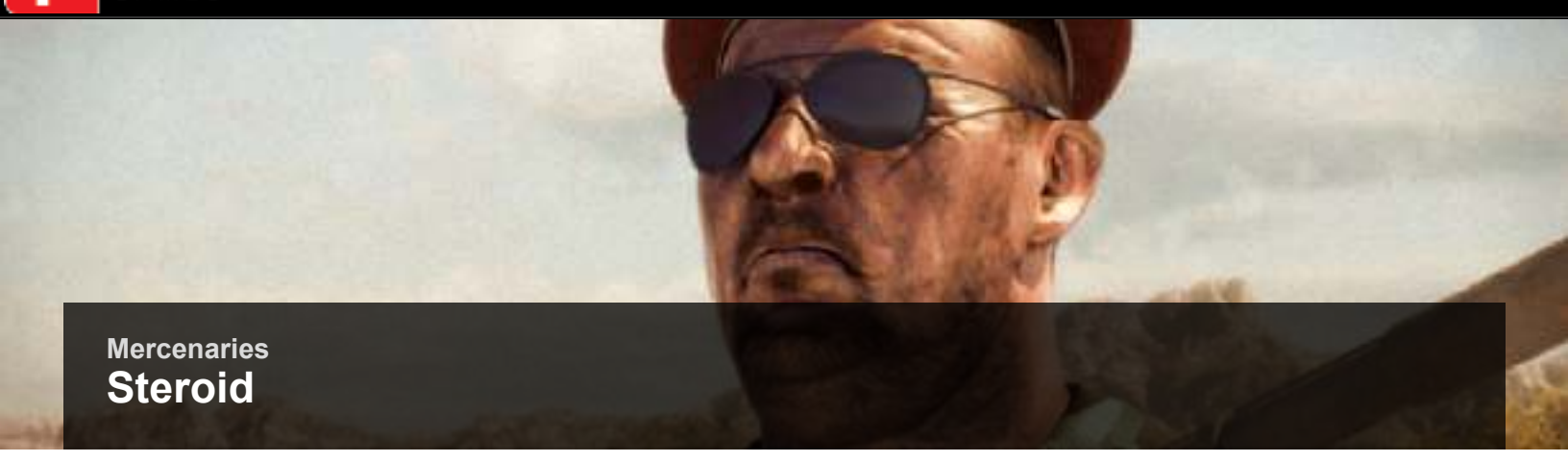
Long-Term Play

Develop Stephen's skills in the areas that will boost his existing strengths the most, rather than trying to turn him into a more multi-purpose merc than he already is. From the start, Stephen is pretty effective with guns and explosives, and he's also good at staying out of sight.

What you boost first depends largely on how you intend to use him. Stealth might be higher to start with than explosives, but if you're going to use Stephen more frequently for covert ops, then work on that.

Also be sure to keep plugging points into dexterity, which influences both aiming and explosives checks, and marksmanship.

The in-game description suggests that Stephen makes a good leader, and it's not wrong. With that 94 in intelligence, you'll find that he develops at a much faster rate than the other mercs.



Mercenaries
Steroid

NAME : Bobby "Steroid" Gontarski
HEALTH : 97
STAMINA : 56
STARTING LEVEL : 1

CONTRACT

HIRING COST : $8,000
EQUIPMENT COSTS : $4,570
TOTAL COSTS : $12,570

STARTING GEAR

GEAR	IMAGE
Deagle pistol	
.357 Magnum x9	
Field cleaning kit	
Light flak jacket	
Kevlar pants	
Military boots	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	56
DEXTERITY	48
STRENGTH	97
INTELLEGENCE	52
PERCEPTION	62

SKILLS

SKILL	LEVEL
MEDICAL	22
EXPLOSIVES	13
MECHANICAL	76
MARKSMANSHIP	61
STEALTH	27

TRAITS

Tough : Takes less damage in melee combat

Athletic : Slower decrease in stamina when running

Macho : Morale rises when working in a squad with some women

Strengths/Weaknesses

Steroid is amped up right from the start with a 97 in strength. Get this man a machete, or a baseball bat, or a knife... something that lets him take apart the bad guys up close.

The tough trait also means he takes less damage in CQC, further cementing Steroid as one of your go-to melee fighters. He's also the first merc you'll be able to hire who has any kind of substantial skill in mechanical.

Unfortunately that high 76 mechanical rating is offset by a very low dexterity of 48 (which factors into all mechanical checks). Also, his lower dexterity will affect him when he does decide to use a gun.

Tactics

As mentioned above, put a melee weapon in Steroid's hands and let him clobber the faces of his enemies.

He's not the most agile fellow, but he won't have to worry about beating a hasty retreat if he can beat all nearby opposition into submission.

Be sure you have him set up as well with lockpicks, cleaning kits, crowbars and field kits, the necessary tools of the mechanic's trade. Steroid is good with his hands, you see, so be sure to take advantage of that.

Still, as great weapons become available give the man a gun for long-range combat. Just bear in mind that Fox isn't a fan of Steroid, so make sure you hire her first if that's in your plans.

Long-Term Play

The key stat that you're going to want to focus on improving with Steroid is dexterity. That 48 starting rating is incredibly low, and it will definitely have an adverse effect on both your aiming checks and your mechanical checks.

You should also continue to boost mechanical; your success rates will improve and you'll consume resources at a much slower rate. Also, put some points into marksmanship, which is his second highest starting skill.

While you might like use him as a melee fighter, it's also generally a bad idea to bring a knife to a gun fight. A knife and a gun though? Now you're cookin'.

Mercenaries
Thor

NAME : Thor Kaufman
HEALTH : 89
STAMINA : 83
STARTING LEVEL : 3

CONTRACT

HIRING COST : $15,00
EQUIPMENT COSTS : $3,995
TOTAL COSTS : $18,995

STARTING GEAR

GEAR	IMAGE
Deagle pistol	
.357 Magnum x9	
Silencer	
MedKit	
Light flak jacket	
Military t-shirt	
Trousers – gray	
Coreplayer	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	83
DEXTERITY	80
STRENGTH	89
INTELLEGENCE	77
PERCEPTION	74

SKILLS

SKILL	LEVEL
MEDICAL	70
EXPLOSIVES	11
MECHANICAL	35
MARKSMANSHIP	64
STEALTH	89

TRAITS

Tough : Takes less damage in melee combat

Team player Morale rises when working in a full squad

Strengths/Weaknesses

Thor is a man of many talents. He's extremely fit and capable in close-quarters engagements.

He might not have any melee-boosting traits, but the tough trait limits the damage he'll take from enemy melee attackers and his high strength means he'll do plenty of damage up close even without a trait boost.

Thor is also in the upper percentile of mercs when it comes to his starting stealth rating. That along with his default Deagle/silencer equipment means that you can immediately set him to work on covert actions.

But wait! There's more! Thor also starts out with exceptionally high medical and marksmanship ratings for a merc who already has such strong qualities in other categories.

All told, he's one of the most well-rounded, stealth-oriented mercs available.

Tactics

Thor is built for stealth, so take advantage of that. Make sure you've always got him packing a silenced weapon of some sort.

Also be sure to keep a few healing items in his inventory because a high medical/dexterity means he can use anything effectively, even when he's still just starting out.

Thor is also perfectly capable on your front lines as a combat medic. A high marksmanship skill complements the high medical/dexterity.

Thor works well with Ice and he can be hired at the start of the game, though be aware that he's not a big fan of Spider.

Long-Term Play

Developing Thor, and really many of the mercs at his level or higher, really boils down to making a great thing even better. His stealth rating is high enough that you can effectively leave it alone while you focus on making the "good" categories "great."

Boosting dexterity is going to be a no-lose situation because it plays directly to Thor's strengths in medical and marksmanship. Both of those would benefit from a few points; obviously marksmanship more than medical because it's the lower of the two.

If you really want to go one-man-army with Thor, you could also put off following the above recommendations and instead focus your early leveling efforts on boosting Thor's mechanical rating.

It starts out at 35 and the tool kit unlocks at 50, which means that you can have him using the top-level repair items within three levels while also having six other skill points to spread around elsewhere during that timeframe.

It will mean a longer development time for Thor's other skills, but he's a competent enough merc to start with. There's little harm putting your priority on improving what starts out as a secondary skill over making his primary strengths even better.

Mercenaries
Trevor

NAME : Trevor Colby
HEALTH : 79
STAMINA : 77
STARTING LEVEL : 4

CONTRACT

HIRING COST : $32,000
EQUIPMENT COSTS : $8,161]
TOTAL COSTS : $40,161

STARTING GEAR

GEAR	IMAGE
CAWS shotgun	
12 gauge x14	
Locksmith kit	
Field cleaning kit	
C4 with timer	
Defuse kit	
Kevlar vest	
Flannel dress-shirt	
Trousers – beige	
Buck Gaylor Wall Mars	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	77
DEXTERITY	98
STRENGTH	79
INTELLEGENCE	95
PERCEPTION	97

SKILLS

SKILL	LEVEL
MEDICAL	7
EXPLOSIVES	78
MECHANICAL	99
MARKSMANSHIP	60
STEALTH	38

TRAITS

Explosives : Skilled at using explosives

Shotguns : Skilled at using shotguns

Strengths/Weaknesses

Trevor is the first merc you can't hire at the start of the game even if he'd agree to it. His hiring cost is just north of your starting $40,000 bank account. He's also, as you might expect, a total pro.

Not so great at being quiet and way behind on even basic first aid, but his sky-high starting attributes complement his similarly strong ratings in explosives, marksmanship, and, most of all, mechanical.

He also gets a trait boost for using explosives and another one for shotguns, which means that having the semi-automatic CAWS shotgun in his default loadout is a big help.

Tactics

Trevor should be your go-to front line player at all times. He's nasty with that shotgun, especially when you're having him clear buildings.

You also might want to consider dropping a LAW or some other kind of rocket/grenade launcher into his inventory. Shotguns have a surprising amount of range, but even they don't have the stopping power of a proper rocket-propelled grenade.

Any inventory space that isn't consumed by ammo should be filled with mechanical and explosives support tools of all kinds.

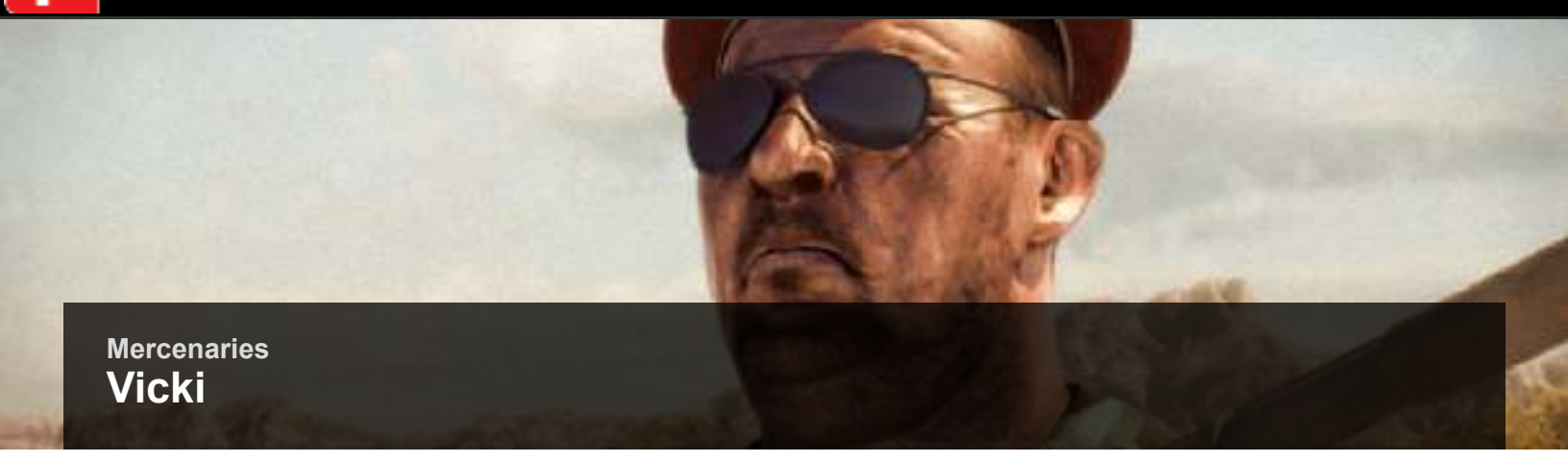
Long-Term Play

Trevor has a huge edge thanks to his starting stats, but there's definitely room for improvement. Strength is a good one to focus on because Trevor will certainly be able to use that extra health in his front lines operator role.

Marksmanship is a solid choice too, what with it being the lowest of Trevor's highly ranked skills. You also might as well top off dexterity.

If you really feel the need to push Trevor toward another role, stealth is the obvious choice. It doesn't start out very high, but it's still got more than a 30-point lead on Trevor's starting medical rating.

Boosting medical isn't even out of the question because Trevor's high intelligence will be a big help when performing those checks. It's just going to take more time. Really, your best bet is to surround Trevor with mercs who can make up for his minimal shortcomings and focus instead on boosting his strongest skills.



Mercenaries

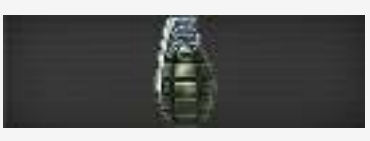
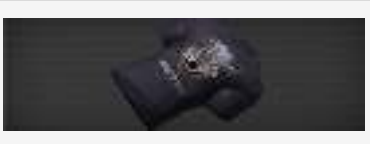
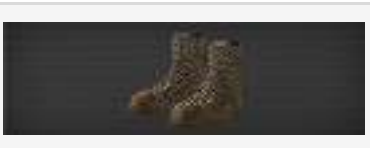
Vicki

NAME : Victoria "Vicki" Waters
HEALTH : 72
STAMINA : 85
STARTING LEVEL : 4

CONTRACT

HIRING COST : $26,000
EQUIPMENT COSTS : $7,275
TOTAL COSTS : $33,275

STARTING GEAR

GEAR	IMAGE
Klock 18 pistol	
9mm Parabellum x15	
Tool kit	
Frag grenade	
Kevlar vest	
T-shirt	
Kevlar pants	
Military boots	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	85
DEXTERITY	72
STRENGTH	72
INTELLEGENCE	85
PERCEPTION	72

SKILLS

SKILL	LEVEL
MEDICAL	18
EXPLOSIVES	28
MECHANICAL	94
MARKSMANSHIP	59
STEALTH	35

TRAITS

Handguns : Skilled at using handguns

Machine guns : Skilled at using machine guns

Strengths/Weaknesses

Vicki is, in many ways, a lesser version of Static. She can't repair things or pick locks as well as he can, but her mechanical skill of 94 is still one of the highest in the game.

She's a weaker shooter than Static, with a 72 in dexterity and a 59 in marksmanship, but her trait bonuses favor more long-range weapons, specifically handguns and machine guns.

Vicki's biggest drawback, though? With her stats so close to but still less than Static's, hiring her still costs roughly $5,000 more.

Tactics

Hire Static instead? As much as their stats might be similar, Vicki needs to be played very differently than her cheaper counterpart. The handgun she starts with is fine enough, but you'll want to replace it as soon as you can with a machine gun.

She'll get the same trait bonus no matter which one of the two she uses, and MGs have more stopping power. Vicki's main function, however, is as a mechanical ace. Make sure you've got her stocked with tool kits, lock picks, and other tools of her trade.

Long-Term Play

The trait bonuses are nice, but you'll want to put some effort into improving Vicki's abilities with firearms. Focus most of your attention on dexterity because it governs multiple skills, but be sure to drop some points into marksmanship, too.

Vicki could be developed as a covert operative, but bumping up her stealth will come at the cost of other attribute and skill improvements. However, much like Static, she'll probably be a mid- to late-game arrival in most cases.

Tailor her to whatever your needs are; if you want to boost a secondary skill for Vicki, stealth or explosives are your best bets. Her high intelligence fortunately ensures that you'll be improving her stats more frequently than you will with most other mercs.

Mercenaries
Wolf

NAME : Peter "Wolf" Sanders
HEALTH : 85
STAMINA : 83
STARTING LEVEL : 3

CONTRACT

HIRING COST : $14,000
EQUIPMENT COSTS : $3,859
TOTAL COSTS : $17,859

STARTING GEAR

GEAR	IMAGE
M870 shotgun	
12 gauge x14	
Tool kit	
Defuse kit	
Bandage	
Shirt	
Jeans	
Military boots	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	83
DEXTERITY	80
STRENGTH	85
INTELLEGENCE	76
PERCEPTION	71

SKILLS

SKILL	LEVEL
MEDICAL	48
EXPLOSIVES	40
MECHANICAL	65
MARKSMANSHIP	60
STEALTH	56

TRAITS

Shotguns : Expert at using shotguns

Gunslinger : Lower penalty when shooting weapons from the hip in running stance

Strengths/Weaknesses

Wolf is a go-to guy for breaching actions. Everything about his default stats and equipment supports this fact.

He's a shotgun expert, and he gets a minimal penalty for firing from a running stance, which is the state he'll be in when you rush him into any building that you're looking to clear.

With Wolf, it's not so much a case of accounting for his weaknesses as it is playing to his strengths. Just let him do what he does best, and he won't let you down.

Tactics

The first thing to be aware of is that shotguns in Jagged Alliance: Back in Action can be surprisingly effective at range, so don't be afraid to rely on Wolf as one of your front-line mercs.

However, he's really best for clearing out buildings and up-close combat. Wolf is downright deadly with his shotgun, thanks in part to the expert trait. His high mechanical trait is also useful for moving through buildings because you'll have him both breaching doors and rushing in with his boomstick.

Also note that Wolf pairs well with Fox and Lynx, and that Grizzly likes working with Wolf, too.

Long-Term Play

Nurture Wolf's existing strengths as he levels up and he won't let you down. You might want to start out by dropping two points into medical, which effectively unlocks the next tier of healing items.

You're not going to pump Wolf out to the point that he's as effective as one of your dedicated medics, but having him able to heal himself and his fellow room-clearers in a pinch can be very useful. Beyond that, you'll want to keep boosting Wolf's mechanical and marksmanship skills, as well as his dexterity attribute. You really can't go wrong pushing any of those ratings higher, though of course remember that dexterity informs both of those skill checks.

You should also work on developing Wolf's strength a bit more. He starts at 85, which is plenty high, but every little bit of extra health helps when you're talking about a merc who is built for storming buildings.

Boost that strength and get Wolf some top-of-the-line armor, and you'll quickly come to depend on him as one of your close-range juggernauts.

Recruits
Carlos

NAME: Carlos
LOCATION: Hideout west of Tixa Prison
METHOD TO AQUIRE:
Complete quest "Bloodcat Marauders"
HEALTH : 64
STAMINA : 70
STARTING LEVEL : 6

STARTING GEAR

GEAR	IMAGE
Shirt	
Kevlar pants	
Military boots	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	70
DEXTERITY	62
STRENGTH	64
INTELLEGENCE	89
PERCEPTION	79

SKILLS

SKILL	LEVEL
MEDICAL	27
EXPLOSIVES	51
MECHANICAL	68
MARKSMANSHIP	47
STEALTH	39

TRAITS

Bargainer: Able to bargain at local dealers

Short sighted: decreases when not wearing any glasses

Team player: rises when working in a full squad

Strengths/Weaknesses:

Carlos is the only merc other than Hamous with the bargainer trait, but he's more useful in a fight. Not by much, but his 62/47 in dexterity/marksmanship guarantees that he'll at least be shooting straight most of the time.

He'll take a morale hit until you can get him glasses, and his above-average explosives and mechanical skills won't be terribly useful until you can push that dexterity a little higher, but there's plenty to work with here.

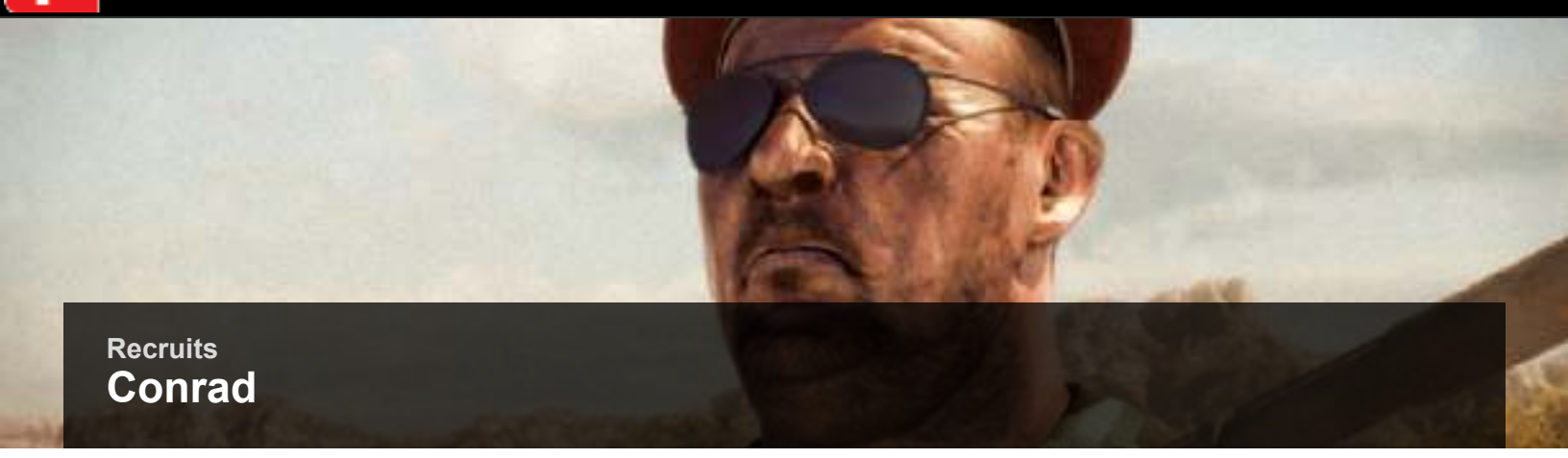
Tactics:

When you're first outfitting Carlos, make sure he gets a pair of glasses along with any armor and weapons you provide for him. Give him something to shoot that has a bit more range.

Set him up with a support squad; your A-team will generally be going in to clear out most new locations, but it's useful to keep a secondary squad stationed nearby. This group can stop in at newly captured locations, allowing Carlos to make use of his bargaining skill.

Long-Term Play:

Carlos could definitely use some help as a shooter. Prioritize dexterity over marksmanship; the latter may be lower, but he'll get more bang out of the former because it also influences his reasonably high mechanical and explosives skills. You could also consider putting a few points into strength every now and again, but you're really better off just giving Carlos any quality armor that you purchase using his savings with local merchants.



Recruits
Conrad

NAME: Conrad
LOCATION: Alma City
METHOD TO AQUIRE:
Complete quest "Military Madness"
HEALTH : 93
STAMINA : 65
STARTING LEVEL : 5

STARTING GEAR

GEAR	IMAGE
Military shirt	
Kevlar pants	
Military boots	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	65
DEXTERITY	70
STRENGTH	93
INTELLEGENCE	92
PERCEPTION	80

SKILLS

SKILL	LEVEL
MEDICAL	25
EXPLOSIVES	31
MECHANICAL	21
MARKSMANSHIP	81
STEALTH	70

TRAITS

Scout: Increased sight distance on World Map

Macho: Morale rises when working in a squad with some women

Night ops: Morale rises in night missions

Strengths/Weaknesses

Conrad is a dependable recruit you'll be able to count on in a firefight. His dexterity could be higher, but it's at least above average and will do fine alongside the 81 rating in marksmanship. Conrad also has an above-average starting stealth rating, plus the night ops trait. His agility could be better, but the more you use him for sneaking around, the less you'll have to worry about rapidly draining stamina.

Tactics

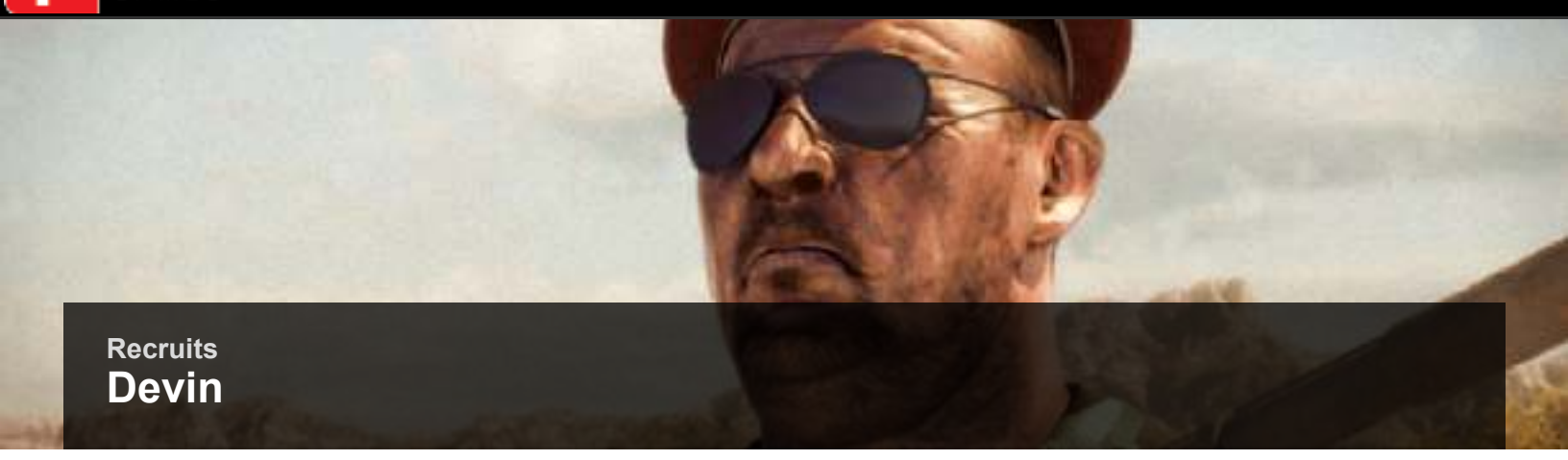
It's easy to carve out a place on any covert ops squad for Conrad, even when he's just starting out. You'll definitely want him to have a firearm of some kind, but also be sure to give him some kind of melee weapon.

With a strength of 93, Conrad can hold his own pretty well in CQC. Take advantage of his strengths, and try to put at least one woman in his squad, to give him that macho trait boost.

Long-Term Play

You're going to want to put the bulk of Conrad's earned skill points into dexterity, at least for the first level or two. After that, just spread points out among dexterity, marksmanship, stealth, and agility, the last of which will boost his stamina.

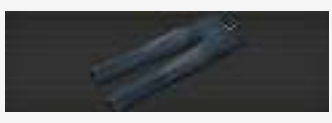
You could also consider developing his explosives skill, but chances are that you'll have that need covered by other mercs by the time you recruit him.



Recruits
Devin

NAME: Devin
LOCATION: Balime Slums
METHOD TO AQUIRE:
Complete quest "Recruit Devin"
HEALTH : 71
STAMINA : 91
STARTING LEVEL : 6

STARTING GEAR

GEAR	IMAGE
Shirt	
Jeans	
Casual shoes	
Land mines x2	
C4 with remote control x2	
C4 with timer	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	91
DEXTERITY	89
STRENGTH	71
INTELLEGENCE	93
PERCEPTION	76

SKILLS

SKILL	LEVEL
MEDICAL	0
EXPLOSIVES	93
MECHANICAL	64
MARKSMANSHIP	27
STEALTH	42

TRAITS

Scavenger: Luckier person who often spots a nickel on the road

Explosives: Expert at using explosives

Death wish: Morale increases when health is low

Strengths/Weaknesses:

Devin is a bit of a firebug, with his expert trait in explosives complemented by very high ratings in dexterity and explosives. He's also got an above-average mechanical to start out with.

For a guy who's so good with his hands, it's a surprise to see that he has such a low starting marksmanship. That's definitely a problem area for Devin, and one that you'll need to work on.

Tactics:

Devin's tactics are in his starting inventory. Use him to set traps for the enemy. He's probably best in a more defensive role on one of your second-tier squads, at least until you can get him to the point where he can gun down enemies.

He's also someone you can count on in a secondary role for lower-level mechanical tasks. Give Devin either a shotgun or SMG when you outfit him because he'll often be near the front lines, and both of those weapons are well-suited for spraying and praying. Also equip him with some quality armor, unless you want to spend those precious skill points on strength.

Long-Term Play:

Focus on Devin's marksmanship first. He's not going to get very far with that 27 rating, even with an 89 in dexterity to offset it. Keep on pushing that figure higher and higher. You could also think about strengthening his mechanical rating down the road, but don't even consider it until his marksmanship is up at around 70 or so.

Recruits
Dimitri

NAME: Dimitri
LOCATION: Rebel Hideout
METHOD TO AQUIRE:
Complete quest "Down the Drain"
HEALTH : 78
STAMINA : 80
STARTING LEVEL : 1

STARTING GEAR

GEAR	IMAGE
Military shirt	
Casual shoes	
Kevlar pants	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	80
DEXTERITY	62
STRENGTH	78
INTELLEGENCE	53
PERCEPTION	70

SKILLS

SKILL	LEVEL
MEDICAL	9
EXPLOSIVES	17
MECHANICAL	21
MARKSMANSHIP	61
STEALTH	53

TRAITS

Handguns: Expert at using handguns
Nightblind: Morale decreases during night missions
Team player: Morale rises when working in a full squad

Strengths/Weaknesses:

It's too bad Dimitri has that nightblind trait, which renders him less effective at night. Without it, he'd be a good candidate to develop into one of your stealthier mercs.

Instead, his one reasonably high secondary skill, stealth, is made half as effective, good for setting up ambushes but not for true nighttime covert ops.

Tactics:

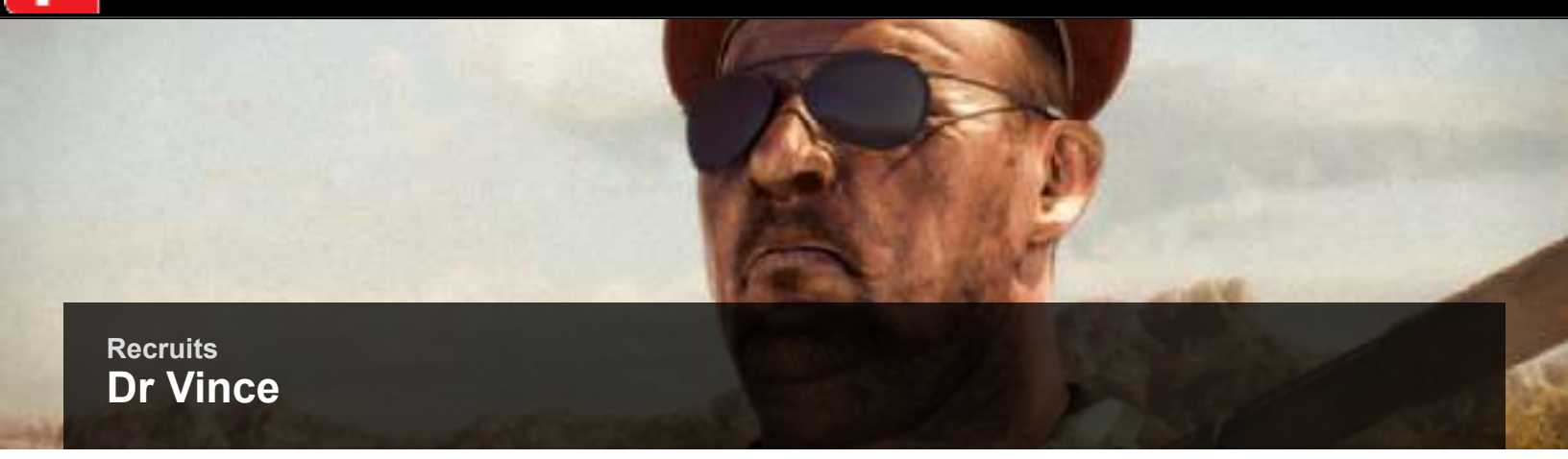
Dimitri is a third-string recruit. After you've put a pistol in his hands and given him some decent armor, link him up with a more defense-oriented squad.

His middling skills are good for taking back recaptured territories soon after they've fallen, but his lack of potent secondary abilities means you should use him as a pack mule for any gear that you find.

Long-Term Play:

Just concentrate on boosting Dimitri's dexterity and marksmanship. You might eventually consider putting some points into stealth, but those points would be better spent on intelligence, to help him level up quicker, or strength to boost his health.

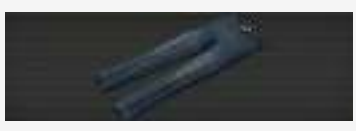
He's never going to be one of your go-to mercs, so don't try to mold him as one. Just give him a powerful handgun and let him shoot dudes, then carry their stuff when the fight is over.



Recruits
Dr Vince

NAME: Dr. Vince
LOCATION: Cambria Hospital
METHOD TO AQUIRE:
Complete quest "Secure the Radio Stations"
HEALTH : 88
STAMINA : 69
STARTING LEVEL : 2

STARTING GEAR

GEAR	IMAGE
Dress shirt	
Jeans	
Buck Gaylor Wall Mars	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	69
DEXTERITY	81
STRENGTH	88
INTELLEGENCE	93
PERCEPTION	90

SKILLS

SKILL	LEVEL
MEDICAL	95
EXPLOSIVES	0
MECHANICAL	5
MARKSMANSHIP	14
STEALTH	21

TRAITS

Athletic: Slower decrease in stamina when running

Team player: Morale rises when working in a full squad.

Strengths/Weaknesses

Dr. Vince, as his name suggests, is ideal in the role of squad medic. That's all, though. He's got some very high attributes to start with, but his pathetically low starting marksmanship of 14 is a huge problem in combat situations. Especially in a game like this one, where every gun counts.

Tactics

: Your best bet with Dr. Vince is to fill his inventory with medical supplies and equip him immediately with the strongest armor you can find and some quality melee weapons.

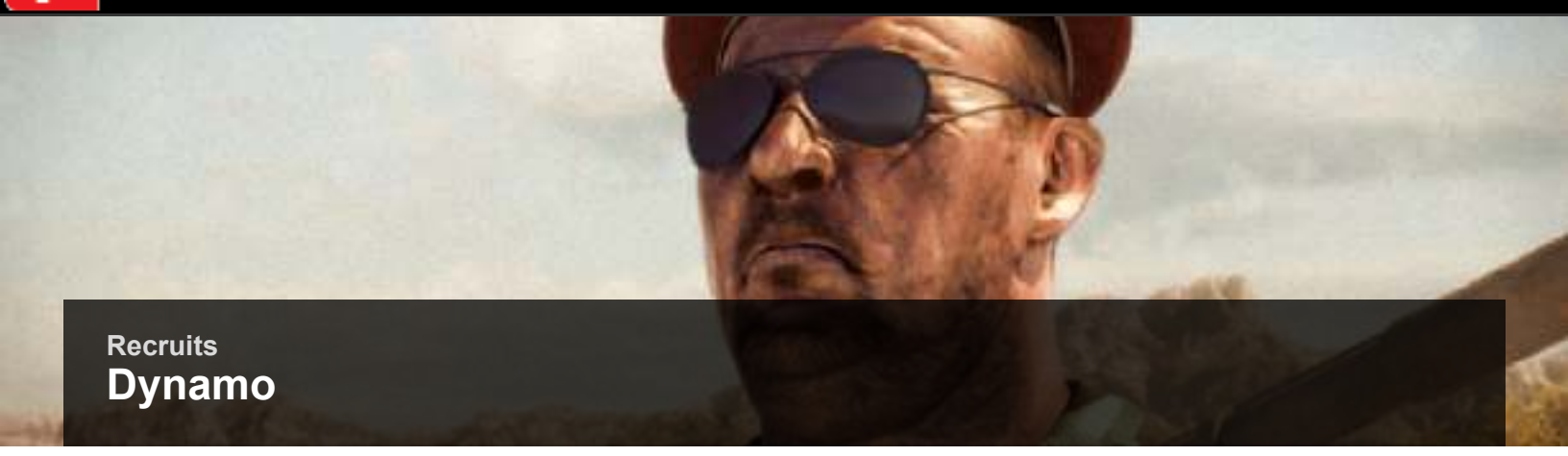
He's not going to be much use with a firearm until you can level him up a bit. So take advantage of his high strength and health instead by letting him whip enemies with a blunt or sharp instrument, your choice.

Long-Term Play

Marksmanship. Boost it. Immediately. With a starting intelligence/medical of 93/95, you can safely ignore those stats.

Dr. Vince can do all the doctoring that he needs to without you having to spend your precious points in those categories. You don't want a star medic like him constantly rushing into the fray for CQC actions, so boosting marksmanship should be your highest priority.

You probably won't be putting points into anything else for Dr. Vince, but there's no harm in dropping any extras into dexterity, strength, intelligence, or medical.



Recruits
Dynamo

NAME: Dynamo
LOCATION: Tixa Prison
METHOD TO AQUIRE:
Complete Quest:"Free Dynamo from His Prison Cell"
HEALTH : 91
STAMINA : 86
STARTING LEVEL : 7

STARTING GEAR

GEAR	IMAGE
Shirt	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	86
DEXTERITY	81
STRENGTH	91
INTELLEGENCE	90
PERCEPTION	72

SKILLS

SKILL	LEVEL
MEDICAL	11
EXPLOSIVES	24
MECHANICAL	13
MARKSMANSHIP	89
STEALTH	69

TRAITS

Shotguns: Expert at using shotguns

Melee mastery: Expert at using melee weapons

Sniper rifle: Expert at using sniper rifles

Strengths/Weaknesses

Dynamo definitely lives up to his nickname. He's a veritable one man army, as long as that army's sole concern is shooting bad guys. Dexterity and marksmanship are both extremely high to start with, and Dynamo also gets trait bonus for being an expert with sniper rifles, shotguns, and melee weapons. He also starts with an above-average stealth rating. The big tradeoff, other than him being basically naked when you grab him, is that he's pretty devoid of secondary skills.

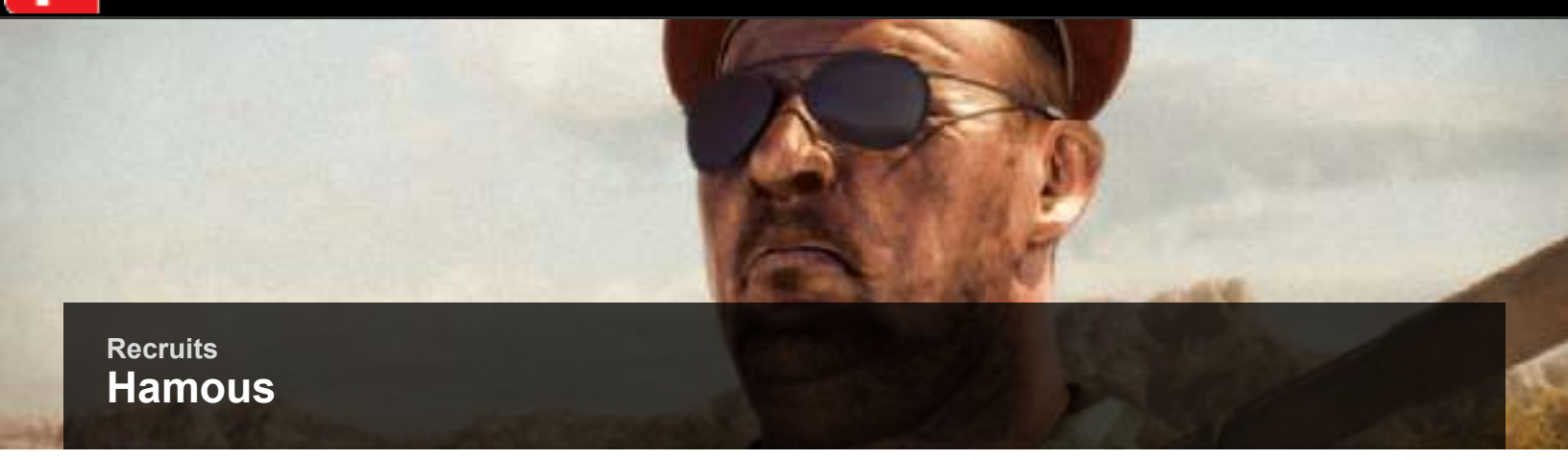
Tactics

Your first priority with Dynamo is clothing him and giving him some firepower to work with. He literally just has a shirt when you pick him up, so be ready to fully outfit a brand new merc.

Once he's armed and armored, your best bet really is to just stick to his strengths: shooting and sneaking. He'll perform exceptionally well in both categories before you've even leveled him up. The melee mastery trait is a nice bonus, but disregard it. Just give Dynamo a sniper rifle for long-range support and a shotgun for clearing out buildings. His high health is a big help there, too. He'll be fine.

Long-Term Play

Just keep on playing to Dynamo's greatest strengths. Boost dexterity. Boost stealth. Secondarily, boost marksmanship. Strength and perception, too, if you suddenly find yourself with an abundance of points to spare and nothing to spend them on. It's really as simple as that with Dynamo. Trying to build up one of his other skills is just a waste because there are so many other mercs available to perform such tasks.



Recruits
Hamous

NAME: Hamous
Beach Promenade: Rebel Hideout
METHOD TO AQUIRE:
Complete quest "Recruit Hamous"
HEALTH : 74
STAMINA : 61
STARTING LEVEL : 2

STARTING GEAR

GEAR	IMAGE
Shirt	
Grey trousers	
Casual shoes	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	61
DEXTERITY	52
STRENGTH	74
INTELLEGENCE	81
PERCEPTION	58

SKILLS

SKILL	LEVEL
MEDICAL	37
EXPLOSIVES	2
MECHANICAL	49
MARKSMANSHIP	7
STEALTH	89

TRAITS

Unfit: Accelerated decrease in stamina when running

Short sighted: Morale decreases when not wearing any glasses

Bargainer: Able to bargain at local dealers

Strengths/Weaknesses:

Hamous is a rather unique recruit. His bargainer trait will allow you to spend less for equipment you purchase from local dealers and shops. The problem is that he's almost useless on the battlefield until he is leveled up.

He's got an extremely high starting stealth rating, but below-average dexterity and an extremely poor marksmanship rating. He also drains stamina more quickly thanks to his unfit trait and takes a morale hit until you find him a pair of glasses. His strength is decent, but his stamina issues don't really make rushing the enemy lines a safe option.

Tactics:

If you really need an extra merc in one of your squads, Hamous qualifies as that: a body capable of absorbing bullets and carrying stuff. You're better off focusing his efforts entirely on seeking out good deals from merchants and saving you money. Give him a knife or other melee weapon that he can use should he need to.

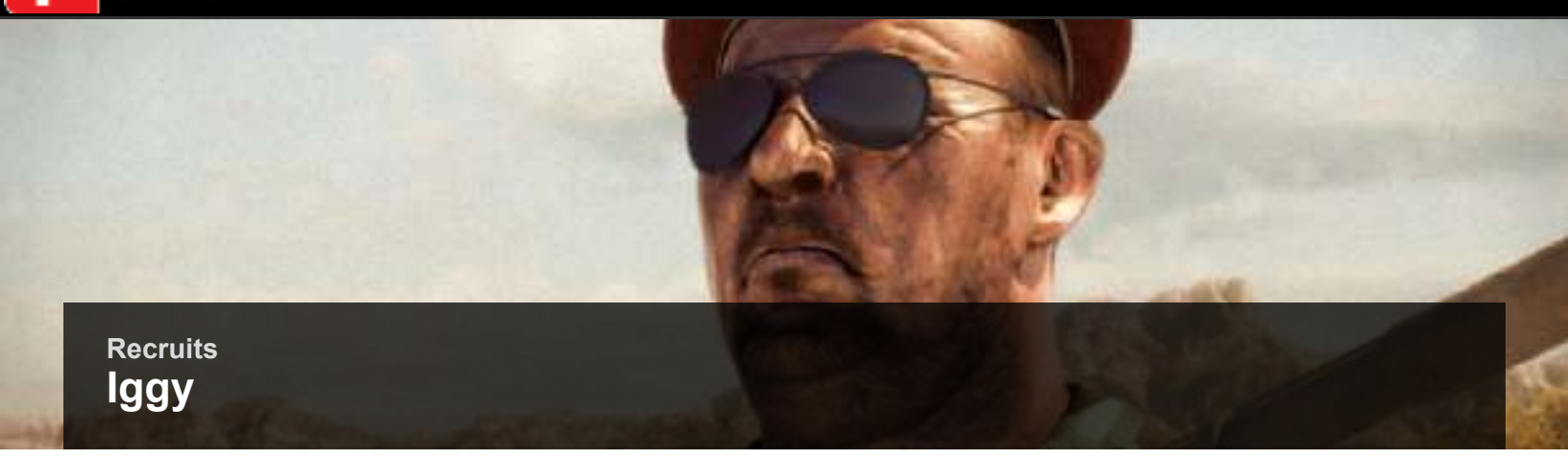
However, you'll benefit most by keeping Hamous out of the line of fire. Send him around to local shops and have him gather up supplies whenever you hire any new mercs or make major upgrade purchases.

Long-Term Play:

Hamous probably won't be leveling up too frequently if you use him as your deal-maker with local merchants, but just put his points into strength whenever he does.

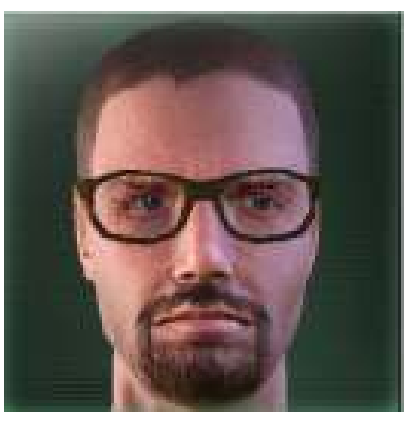
Dexterity/marksmanship might seem tempting, but with strength being a much higher stat, it's a better route to take for forging Hamous into any kind of fighting force.

You can also split those points up and keep a flow going into agility, but remember that you'll generally be relying on Hamous' stealth skill whenever you send him into combat.



Recruits

Iggy



NAME: Iggy
LOCATION: San Mona
METHOD TO AQUIRE:
Complete Quest: "Poor People are Poor Customers"
HEALTH : 83
STAMINA : 81
STARTING LEVEL : 2

STARTING GEAR

GEAR	IMAGE
Military Shirt	
Kevlar Pants	
Military Boots	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	81
DEXTERITY	78
STRENGTH	83
INTELLEGENCE	90
PERCEPTION	78

SKILLS

SKILL	LEVEL
MEDICAL	27
EXPLOSIVES	24
MECHANICAL	31
MARKSMANSHIP	71
STEALTH	69

TRAITS

Tough: Takes less damage in melee combat

Submachine gun 2: Expert at using submachine guns

Assault rifle: Skilled at using assault rifles

Strengths/Weaknesses

Iggy is someone you'll definitely want to recruit. His starting attributes are higher than many of the low- and mid-priced mercs that you can spend money to hire. He's also extremely skilled with firearms, thanks to high dexterity/marksmanship and trait bonuses using SMGs at an expert level and assault rifles.

What's more, Iggy's starting stealth rating is also very high. He doesn't have much going for him in the way of secondary skills but, again, he has a better starting baseline to work with than most of the for-hire mercs.

Tactics

Iggy can fill a variety of roles. Starting out, he's probably best suited to link up with your covert ops mercs. Give him a silenced submachine gun and let him dominate in any front-line advance.

He gets the added benefit of taking less damage in melee combat thanks to the tough trait, meaning that when enemy melee fighters rush your squad, Iggy will be able to absorb that much more damage while the incoming threats are rooted out.

Long-Term Play

The great thing about Iggy is that you can really tailor him to what your needs are. If you need a capable shooter who's good at staying out of sight, just continue to boost dexterity/marksmanship and stealth.

If you need someone more skilled at medical, mechanical, or explosives checks, just put your points into the appropriate skill. Iggy's attributes are high enough starting out that you can effectively leave them alone if you really want to, though the basic truth continues to hold that you can *never* go wrong in this game with a higher dexterity rating.

Recruits

Ira

NAME: Ira
LOCATION: Drassen City
METHOD TO AQUIRE:
Complete Quest: "Drassen Is Running Dry
HEALTH : 43
STAMINA : 89
STARTING LEVEL : 2

STARTING GEAR

GEAR	IMAGE
Military Shirt	
Kevlar Pants	
Military Boots	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	89
DEXTERITY	75
STRENGTH	43
INTELLEGENCE	87
PERCEPTION	88

SKILLS

SKILL	LEVEL
MEDICAL	37
EXPLOSIVES	4
MECHANICAL	39
MARKSMANSHIP	30
STEALTH	61

TRAITS

Amazon: Morale rises when working in a squad with only women

Chameleon: Skilled at hiding even without the perfect camouflage equipment

Tough: Takes less damage in melee combat

Strengths/Weaknesses

Ira starts out with some very high attributes and an innate knack for moving around covertly, but she's held back by an extremely limited skillset overall and a staggeringly low starting strength/health. She's also completely unarmed when you recruit her, meaning that you'll want to have a spare gun and plenty of ammo handy for her to use. She'll use a lot of it, too, with such a low starting marksmanship.

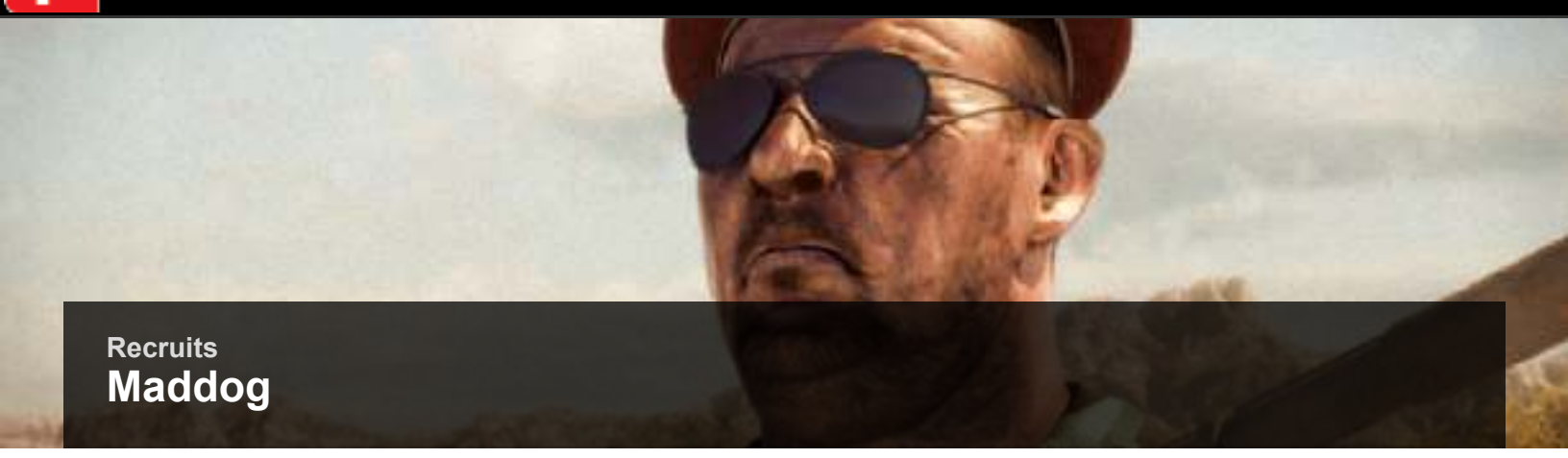
Tactics

Ira is pretty crippled starting out. Her marksmanship is so low that she'd do best with a shotgun or SMG in her hands, but her strength/health is too low to really make that a viable option. Give her a pistol and team her up with your most talented mercs until you can raise those skills up some. She's got a ton of potential as an ace covert ops fighter, but you'll need to work with her quite a bit before that can happen.

Long-Term Play

Strength and marksmanship. Those are your two danger areas for Ira, the stats you'll want to really put some effort into developing. Get them both up to a rating of at least 60 before you even think about spending points elsewhere.

Given Ira's chameleon trait--one of the few in the game to have it--you'll want to take advantage of that by boosting her stealth higher than it already is, rather than focusing on one of the lower-ranked secondary skills. The ideal situation is to have Ira run around with a silenced SMG providing close-range support for your most stealth-oriented squad.



Recruits
Maddog

NAME: Maddog
LOCATION: Estoni
METHOD TO AQUIRE:
Complete Quest: "The Kids Are Alright"
HEALTH : 67
STAMINA : 80
STARTING LEVEL : 1

STARTING GEAR

GEAR	IMAGE
Shirt	
Kevlar pants	
Buck Gaylor Wall Mars	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	80
DEXTERITY	83
STRENGTH	67
INTELLEGENCE	82
PERCEPTION	60

SKILLS

SKILL	LEVEL
MEDICAL	11
EXPLOSIVES	53
MECHANICAL	43
MARKSMANSHIP	39
STEALTH	63

TRAITS

Death wish: Morale increases when health is low

Likes to keep a distance: Morale increases when health is full

Strengths/Weaknesses

Maddog is a jack-of-many-trades, with average to above-average ratings in explosives, mechanical, and stealth, and an 83 in dexterity to boost those first two. His strength is a little bit on the lower side, but Maddog's chief drawback is his poor marksmanship.

He might be able to pick locks and defuse mines, but he's not going to be much good in combat until he can shoot straight.

Tactics

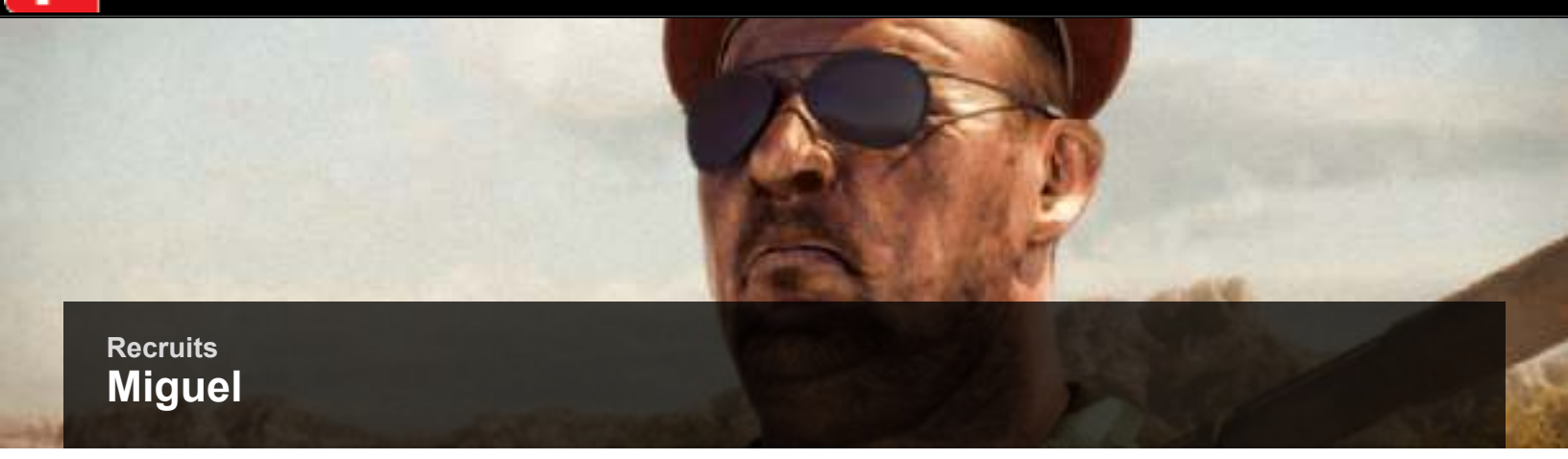
Maddog doesn't have any weapon-specific traits, so give him a firearm that has a long range--an assault rifle or sniper rifle would be best--so he can take advantage of his likes to keep a distance trait by steering clear of heavy combat.

He'll miss a lot more shots than he makes at first, but you'll eventually be able to level him up into a more effective recruit. Make sure to equip him with a scope to improve his accuracy as much as possible.

Long-Term Play

Maddog is one of the better recruits you can pick up, but he's still not really going to shine as one of your star fighters. Focus first on bumping up that marksmanship rating to at least around 60.

Spread out your points between that, mechanical, and explosives after that. Try to get those all into the 80s before you turn to any other attributes or skills. You won't go wrong putting points into dexterity, and it never hurts to bump up stealth. Just be sure to save both of those for later.



Recruits
Miguel

NAME: Miguel
LOCATION: Rebel Hideout
METHOD TO AQUIRE:
Complete Quest: "Poor People are Poor Customers"
HEALTH : 89
STAMINA : 78
STARTING LEVEL : 6

STARTING GEAR

GEAR	IMAGE
Military dress-shirt	
Kevlar pants	
Military boots	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	78
DEXTERITY	72
STRENGTH	89
INTELLEGENCE	93
PERCEPTION	86

SKILLS

SKILL	LEVEL
MEDICAL	12
EXPLOSIVES	31
MECHANICAL	41
MARKSMANSHIP	60
STEALTH	39

TRAITS

Athletic: decrease in stamina when running

Assault rifle: Skilled at using assault rifles

Team player: Morale rises when working in a full squad

Strengths/Weaknesses

Miguel may have plenty of charisma as the leader of the rebellion in Arulco, but he's got a pretty crummy set of skills offsetting a solid set of attributes. At best he's a second-rate squad member, and a so-so shooter you should hold back for one of your more home base defense-oriented squads later in the game.

Even with a starting intelligence of 93, Miguel is going to have a longer level-to-level haul than most mercs just starting out because you'll pick him up at level 6.

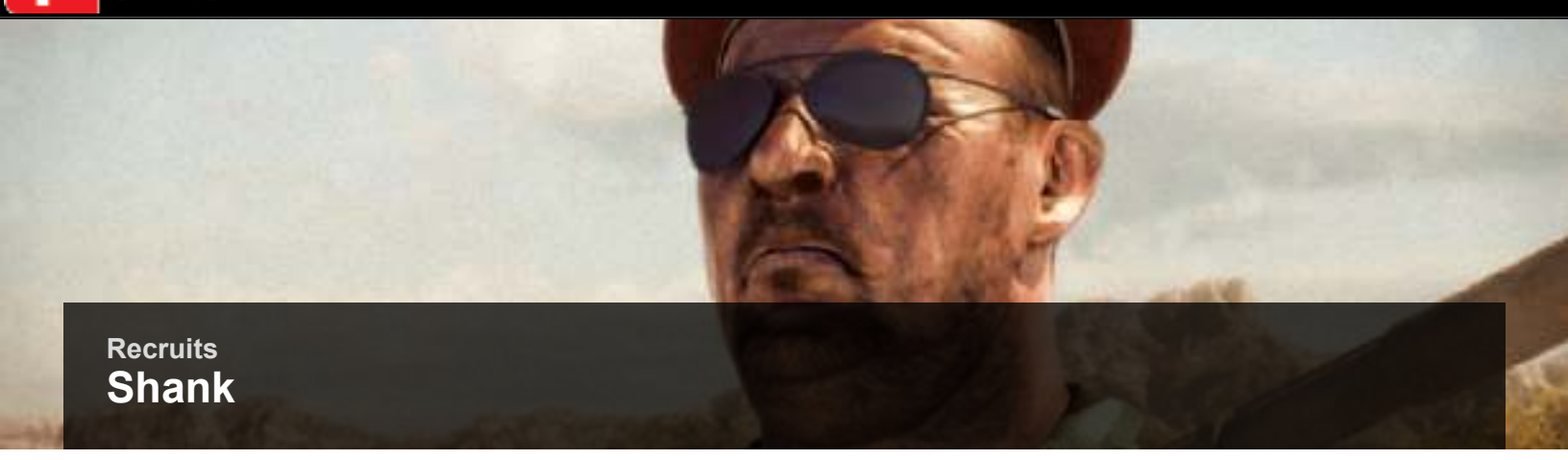
Tactics

Give Miguel any assault rifle you can find once you recruit him, as he'll need every bonus he can get. His 72/60 in dexterity/marksmanship isn't doing you any favors, especially with marksmanship being his strongest skill. So get him an AR, get him some armor, and avoid relying on him for tougher missions, at least until you're able to boost him a bit.

Long-Term Play

Focus on boosting Miguel's dexterity most of all because it gives his ability to aim weapons a useful boost while also strengthening his talents in mechanical and, to a lesser extent, explosives. You can really tailor Miguel's upgrade path to whatever kind of combat specialist you most need, but no matter which path you choose, it's going to take some time.

Mechanical and explosives will both benefit from Miguel's boosted dexterity, so those are both viable skills to improve. Stealth is also high enough to warrant some attention, if that's the sort of merc you're looking for. Sadly, even with that high intelligence, Miguel's starting medical of 12 is just too low to recommend pushing that up at all.



Recruits
Shank

NAME: Shank
LOCATION: Tixa Prison
METHOD TO AQUIRE:
Complete Quest: "Free Shank from His Prison Cell "
HEALTH : 75
STAMINA : 74
STARTING LEVEL : 3

STARTING GEAR

GEAR	IMAGE
Shirt	
Blue Trousers	
Buck Gaylor Wall Mars	

ATTRIBUTES

ATTRIBUTE	LEVEL
AGILITY	74
DEXTERITY	85
STRENGTH	75
INTELLEGENCE	71
PERCEPTION	78

SKILLS

SKILL	LEVEL
MEDICAL	31
EXPLOSIVES	37
MECHANICAL	42
MARKSMANSHIP	65
STEALTH	60

TRAITS

Scavenger: Luckier person who often spots a nickel on the road.

Gunslinger: Lower penalty when shooting weapons from the hip in running stance

Strengths/Weaknesses

Shank is a good man to have in any squad because, thanks to that scavenger perk, he's more likely to find quality items on downed enemies. He's also good to have around in a fight and for setting up ambushes, between his above-average dexterity/marksmanship and stealth ratings.

If there's any downside to picking up Shank, it's that he's fresh from prison and, as a result, he's not really equipped with much of anything. You'll need to supply him with a weapon and some protective gear if you're going to be bringing him into combat situations.

Tactics

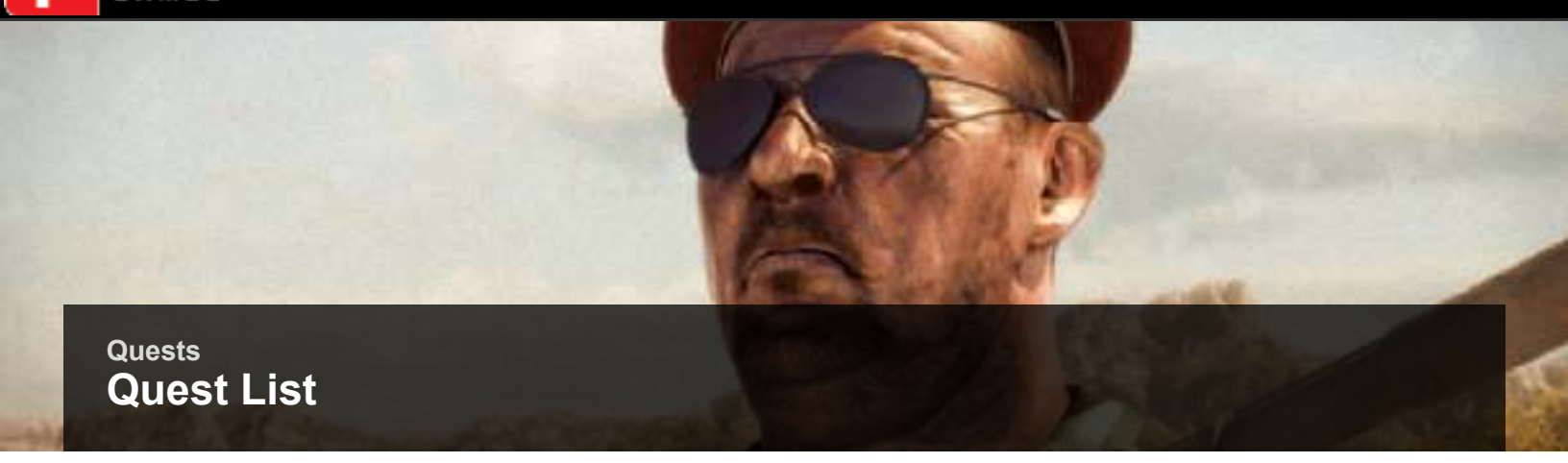
Shank is your man for storming and taking a building. Give him a shotgun or a submachine gun. They're ideal for fighting indoors, and he'll see the biggest benefit from his gunslinger trait for using them because they already take such a small accuracy hit when being hip-fired.

His stealth rating can also serve a good purpose if you sneak him around to ambush an enemy at close range. You should also take advantage of Shank's average mechanical rating. It's not as high as it could be to start with, but it's high enough that he can use the locksmith kit. He's fairly effective at that, thanks to his high dexterity.

Long-Term Play

Focus on boosting dexterity and mechanical with Shank, while also occasionally showing some love to marksmanship and stealth.

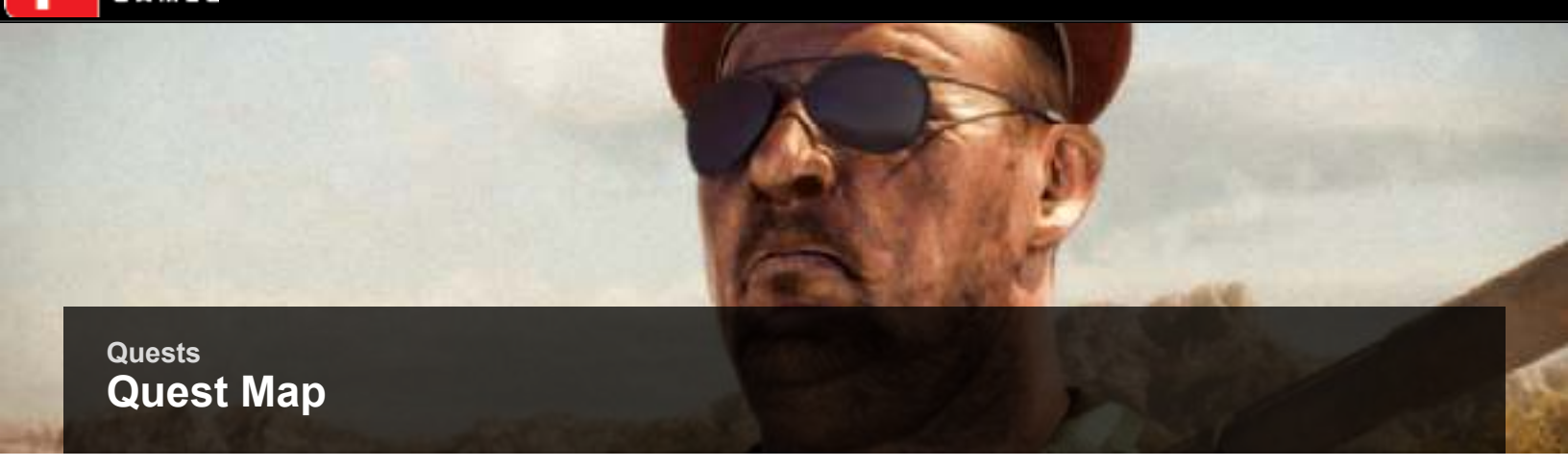
You likely won't be picking him up very early in the game, so developing Shank is really more a matter of playing to his already considerable strengths.



Quests

Quest List

Quest	Title	Start Location	Start: NPC	Target: Location (solve condition)	End: NPC	Quest Type	Reward	Description
1	Arulco Liberation	Default	Default	Palace	special	kill		Kill Deidranna - ends game
2	Secure Drassen Airport	Drassen Airport	Default	Drassen Airport	Pablo	conquer	Unlock Quest 9	Kill bandits on airport, end quest talking to Pablo on same map.
3	Find Leader of Rebelgroup	Default	Default	Rebel Hideout	Miguel	trigger	Unlock Quest 7	Active by default, father walker quest series only gives you information about where to find Miguel and Ira joins you.
4	Find Ira Smythe	Drassen Cityy	Father Walker	Cambria Mine	Ira Smythe	trigger	Unlock Quest 5	Find Ira in the bar in the northern part of Drassen City.
5	Liberate the mines near Cambria	Cambria Mine	Ira Smythe	Cambria Mine	Oswald	conquer	Unlock Quest 11 Unlock Quest 10 Unlock Quest 6	Ira asks you to liberate Cambria mine.
6	Drassen is running dry	Drassen Cityy	Ira Smythe	Water Pump	Ira Smythe	trigger	Ira joins	Secure water pump station to recruit Ira.
7	The enemy of my enemy…	Rebel Hideout	Miguel	Kingpin's Mansion	Kingpin	trigger	Unlock Quest 15 Unlock Quest 13 Unlock Quest 12	Miguel wants you to talk to Kingpin so you can join forces against Deidranna.
8	Secure the radar stations	Cambria Hospital	Dr. Vince	3 Sam Sies	Dr. Vince	conquer - TIMED	Dr. Vince joins	Dr. Vince wants to evacuate patients. Secure the SAM stations nefore the timer runs down.
9	In the Sky with Diamonds	Drassen Airport	Skyrider	Hillbilly Farm	Skyrider	trigger	Half the diamonds and key for hideout	Find the crash site of Skyriders chopper and retrieve his diamonds.
10	Cannibal Corpses	Drassen City	Father Walker	Hillbilly Farm	Father Walker	conquer	$300	Another quest from Father Walker unlocked when returning to Ira. Free farmstead.
11	Free the mines in Grumm and Alma	Cambria Mine	Oswald	Cambria Mine	Oswald	trigger	$20,000	Oswald asks you to liberate the mines in Grumm and Alma.
12	The miner's secret stash	Rebel Hideout	Miguel	Water Pump	Miguel	item	Miguel joins	Retrieve diamonds from a stash at the Water Pump for Miguel, unlocked after doing Kingpin quest
13	I don't like the drugs	Rebel Hideout	Dimitri	Kingpin's Farming Plantation	Dimitri	conquer	Unlock Quest 14	Cabotage drug plantation so Kingpin has no drugs to sell.
14	Down the drain	Rebel Hideout	Dimitri	Hideout East of Farming Plantation	Dimitri	conquer	Dimitri joins	Prevent further drug shipments so Kingpin gets no resupply.
15	Poor people are poor customers	Kingpin's Mansion	Kingpin	San Mona	Iggy	conquer	Iggy joins	Free San Mona so Kingpin can go back to business
16	Supply Line	Cambria Hospital	Dr. Willis	Grumm	Fredo	trigger	Unlock Quest 17 Unlock Quest 18	Find out why there are no more medical supplies from Grumm
17	Warehouse 14	Grumm	Fredo	overland 18, 21, 22	Dr. Willis	item - TIMED	Unlock Quest 21	Return medical supplies to Dr. Willis
18	Bloodcat Marauders	Supply Depot ner Tixa Prison	Carlos	Roadblocks around Alma	Carlos	conquer	Carlos joins	Fredo tells you where he found the supplies, warehouse is empty and Carlos gives you info about where you really can find medical supplies once you defeat the marauders.
19	The kids are alright	Estoni	Maddog	Estoni	Maddog	item	Maddog joins	Give Maddog a knife, lockpick, and C4 with a timer then he will join
20	Prison Break	Alma City	Matt	Tixa Prison	Dynamo	trigger		Quest is solved when you get into the cellblock, then you just end the quest with Dynamo.
21	Chemical Warfare	Cambria Hospital	Dr. Willis	Orta	Dr. Pippin	trigger	Unlock Quest 22	Find evil scientist Dr. Pippin
22	The Punishment Due	Orta	Dr. Pippin		Elliot	kill	Unlock Quest 23	Kill Dr. Pippin
23	Harvester of Sorrow	Meduna City	Elliot	Cambria Hospital	Dr.Willis	conquer item kill- TIMED	Alternate ending	Conquer the warehouse and get the report. For the report you need the key that elliot drops. You only have one day to solve this quest. End the quest by talking with Dr.Willis
24	Collector's Item	Balime	Rich Kid	Alma City	Rich Kid	item	$1,000,000	Find a limited edition box of cereals for an absurd amount of money.
25	The Crown and the Ring	Balime	Eldin	Meduna Maze	Eldin	item	item	Find crown and ring in Meduna Maze. Gives you rocketrifle and explosives as reward.
26	Brenda's special interest	San_mona	Brenda		Brenda	item	item	Find Brenda some lesbian porn
27	Military Madness	Alma City	Conrad	Alma Prison, Baracks, Tixa Prison	Conrad	item	Conrad joins	Gather 5 pieces of military intel and return them to Conrad.
28	Child Labor	Grumm	Fatima	Drassen City	Doreen	trigger	Unlock Quest 29	Convince Doreen of the childrens inocence. Follow up to Kill her.
29	Dirty buisness	Drassen City	Doreen	Grumm	Fatima	kill	$720, food and jewellery	Follow up to #28. Kill Doreen who works the sweat shop in Drassen.
30	Intercept's Most Wanted #1	Cambria	Carmen	Roadblock east of Gas Station	Carmen	kill	$7,500	Kill Terrorist: Slay
31	Intercept's Most Wanted #2	Cambria	Carmen	Grumm	Carmen	kill	$10,000	Kill Terrorist: MOM
32	Intercept's Most Wanted #3	Cambria	Carmen	Alma City	Carmen	kill	$12,500	Kill Terrorist: Impostor
33	Intercept's Most Wanted #4	Cambria	Carmen	Estoni	Carmen	kill	$15,000	Kill Terrorist: Eddie
34	Intercept's Most Wanted #5	Cambria	Carmen	San Mona	Carmen	kill	$20,000	Kill Terrorist: T-Rex
35	Intercept's Most Wanted #6	Cambria	Carmen	Meduna City	Carmen	kill	$50,000	Kill Terrorist: Druggist
36	Free Shank from his prison cell	Tixa Prison	Shank	Tixa Prison	Shank	trigger	Shank joins	Free Shank form his cell. Is active by default. Dynamo still also tells you to recruit Shank.
37	Devin recruit quest	Balime Slums	Devin	Balime Slums	Devin	item	Devin joins	Devin loves to blow stuff up, find him explosives - 1 C4 with timer, 2 C4 with remote control, and 2 land mines
38	Hamous recruit quest	Beach Promanade	Hamous	Beach Promanade	Hamous	conquer	Hamous joins	Conquer Hamous's beach rental location.
39	Liberate Balimie	Kingpin's Mansion	Kingpin	Kingpin's Mansion	Kingpin	conquer	$75,000	Liberate the town of Balimie for the Kingpin
40	Free Dynamo	Tixa Prison	Dynamo	Tixa Prison	Dynamo	trigger	Dynamo joins	Triggered inside of Dynamo's cell



Quests

Quest Map

Nr.	Zone	Image	Description	Level 1 Defenses	Level 2 Defenses	Level 3 Defenses	Level 4 Defenses	Level 5 Defenses
1	Airport		Required to recruit additional mercs and receive ordered equipment.	10	-	-	-	-
2	Drassen		A small mining town with a church and some industry.	5	7	4	3	-
3	Road Block		Guarded post blocking the street.	2	4	2	-	-
4	Hideout		Small observation post. Reveals area of the map.	-	3	7	7	-
5	Farm		Seems like there's a greenhouse where someone's growing a large amount of plants…	-	4	4	1	1
6	San Mona		A large party town designed for pleasure. Some connections to the mob.	3	7	10	7	2
7	Junk Yard		Generates income	-	-	1	1	3
8	Kingpin's Mansion		A large mansion. Quite pompous; probably built with dirty money.	2	4	5	-	1
9	Hospital		Increases loyalty of all cities.	3	7	6	2	1
10	University		Increases loyalty of all cities.	4	7	11	3	-
11	Mine		Generates large amount of income.	5	4	6	3	1
12	Water Pump		Regulates water supply for Drassen.	3	4	4	2	-
13	Barracks		Allows militia to level faster.	-	5	16	19	5
14	Docks		Allows shipping large containers of industrial wares.	-	-	8	7	2
15	Road Block		Guarded post blocking the street.	-	-	4	3	1
16	SAM Station		Observation post. Reveals large area of map.	-	1	4	5	1
17	Cambria		Large town in the middle of Arulco	5	8	8	5	-
18	Farm		Increases income of nearby cities.	-	15	-	-	-
19	Hideout		The rebel hideout. Secret base of the resistance.	-	-	1	-	4
20	Supply Depot		A supply storage located near the road.	-	-	2	11	17
21	Grumm Industrial Park		Industrial area. Increased Income	2	10	7	11	6
22	Grumm City		Large industrial town.	2	10	5	5	1
23	Road Block		Guarded post blocking the street.	-	7	2	1	-
24	Estoni		Basically a large junk yard.	5	4	5	4	3
25	Dumped Containers		Doesn't look very interesting.	-	2	1	2	1
26	Hideout		Small observation post. Reveals small area of the map.	-	5	2	-	-
27	Crashed Truck		Seems like the driver lost control and drove off the road.	-	1	2	2	1
28	Alma Prison		A small prison.	-	5	8	8	5
29	Alma		Large mining city with several stores.	5	10	8	2	2
30	Road Block		Guarded post blocking the street.	-	3	4	3	-
31	Stakeout Post		Guarded post blocking the street.	-	3	6	2	1
32	Tixa Prison		A large prison complex hidden in the dessert.	-	3	14	14	12
33	Supply Depot		A supply storage located near the road.	2	3	4	-	2
34	Hideout		Small observation post. Reveals small area of the map.		-	3	4	3
35	Laboratory		Secret research station.	-	1	15	15	6
36	Supermarket		A general purpose store. Generates small amount of income.	-	1	4	4	1
37	Beach Promenade		A great spot to chill and work on your tan.	-	1	4	1	3
38	Diner		Jimmy's Mountain Diner. A small diner with a large parking lot. Advertises a great view.	-	3	3	7	3
39	Gas Station		Increases traveling speed of squads on world map.	-	5	6	6	5
40	Road Block		Small observation post. Reveals small area of the map.	-	-	7	6	6
41	Hideout		Small observation post. Reveals small area of the map.	-	5	7	6	1
42	Road Block		Small observation post. Reveals small area of the map.	-	-	7	6	6
43	Balime Slum		A slum located on the outskirts of a large city.	1	6	3	2	-
44	SAM Station		Observation post. Reveals large area of map.	-	4	7	9	1
45	Balime		Costal town. This is where the rich people live.	2	2	8	13	2
46	SAM Station		Observation post. Reveals large area of map.	-	8	12	8	8
47	Airport		This airport has been shut down together with any efforts to attract tourists from outside Arulco.	-	-	11	15	10
48	Meduna City		Capital of Arulco.	2	4	11	16	7
49	Maze		A labyrinth decorating the entrance to the royal palace.	2	3	7	4	6
50	Palace		A pompous complex. Home of the Queen	3	2	6	7	23

Weapons and Equipment

Weapons

The weapons of war are the most essential pieces of equipment for your mercs. Armor and other gear are necessities, but your gun will become your best friend.

The only problem is there are so many choices it is hard to fall in love any of these tools of the trade. For the most part, you should upgrade your gun whenever you can.

It may seem like a costly proposition, but as long as you take care of your old weapon it should fetch a decent trade in price, so you are only paying the difference. You need every possible advantage on the battlefield, so make sure you've got the best toys you can afford.

Getting Guns

The first sources of new guns should be fallen enemies and a search of every inch of each area, once you have cleared out the opposition. The weapons you find will range in type and quality, so it will be pretty hit or miss.

Don’t bother with anything that is worn and has red in the durability bar. Pick up any gun that is in decent shape and in you max out your squad’s weapon inventory start trading up. The objective of being a good scavenger is to get enough guns to equip the local militia.

Also, if you are running low on funds, you can always sell off your inventory. Of course, make sure keep the best weapons for yourself.

No matter how diligent you are about looting an area, some of the best guns will be available only by purchasing them. Many of the big towns have locals that are willing to sell you their wares, and it is often worth make a slight upgrade from the quick transaction.

However, only a few local inhabitants have really good guns for sale. The best stuff is only available online through Bobby Ray’s Guns and Things. Yet, there are a few problems with Bobby Ray’s site. First, it charges shipping, which adds to the overall cost. Next, it takes a while for the order to arrive and who knows where you will be or what you might have found by then. Lastly, you have to trek to the airport to pick up your order.

Still, with all these setbacks, his gear is constantly updated and is usually the best choice if you can afford it. Make any local purchases when you can, but if you place an order with Bobby Ray’s make sure it is worth it for the whole squad.

Weapon Choice

There are a ton of weapons to choose from, and picking the right one is not easy. It is possible to find or buy a really slick weapon that you want to hold onto for a long time, but your choice of guns should come down to how to get the most of each merc.

The first thing to consider is their stats. Mercs with higher health can take more damage and fire more aggressively, while those with high stealth might be a good candidate for a silenced pistol or sub-machine gun.

The next and possibly more important factors to consider are their traits. Many of the mercs have proficiency in a particular weapon category, and if they are an expert the bonus doubles from 10 to 20 percent.

This is a pretty good indication what type of weapon you should give your merc and how they should be used. Eventually, the choice really comes down to personal playing style.

If you want to use mercs at closer range, then shotguns and submachine guns fit that role. Likewise if you want more range then assault rifles will probably suit your style.

Even though any merc can use any gun, it is best to check their stats and traits to see what their natural inclination is and to have them play that role.

The best thing about choosing weapons is that there are plenty of mercs to equip and a well-balanced squad can have many different types of guns.

Weapon Types

There are eight main categories of weapons and the variation in each group can be pretty extensive. For the most part each type of weapon shares similar traits, but there is enough variety that you should be able to find a gun you like in every group.

For example, handguns might seem less exciting because of their lower range and clip size. However, they can be silenced for efficient assassinations, and the five-seven is a semi-automatic gun with decent damage and a 20-round clip.

Melee Weapons

It probably seems like a really bad move to use a knife, machete, or axe in a gun fight, but in the hands of a melee master it can be a great tool. For those with the stealth and melee traits to pull off a stealth kill, the melee weapons are very effective.

An edge weapon is great for a silent kill if you can sneak up on the enemy or catch them off guard. It’s not a good idea to charge at someone holding a gun on you, but if you can get in very close range with a skilled merc their melee ability will not give them a chance to do much with their firearms.

Keep in mind that this works both ways, and a crazed axe-toting villager running at you can be a problem if you are foolish enough to let them get into hand-to-hand combat range while you’re holding a large gun.

Handguns

They are not the most impressive weapons on the battlefield, but they get the job done. When you start out, expect to encounter and use a lot of handguns until you can find or afford some more substantial weaponry. Different models have some advantages, but generally speaking they have short range and carry a small amount of ammo.

The big advantage of the handgun is that it can use a silencer and give one of your mercs the ability to remove an enemy without detection. These are usually early game weapons that force you into closer range to be effective.

Be careful not to attract too much attention when using these because they tend to run out of ammo and could leave you trying to reload in the middle of combat.

Shotguns

A favorite weapon in FPS games, the shotgun is not quite as dominant in war. These fire single shots that disperse as they travel, so they are best for close-range attacks. They are great in close quarters, especially indoors.

The slower firing and limited range is slightly offset by the fact that you don't have to take a lot of time to aim because of the large spread from the ammo. This means the shotgun is the best weapon to shoot while running because firing from the hip doesn't have a significant impact on its accuracy.

Unfortunately, 12 gauge ammo doesn't have great armor-piercing ability so it is not very effective against heavily armored foes.

Submachine Guns

These smaller brothers of full-size machine guns are made for their portability and high rate of fire. Their burst mode can spray a lot of ammo, but they are not accurate at long range.

However, because of their small size, they maintain good accuracy when shot from the hip. This makes them most effective in quick situations and short range. An important tactical advantage for this class is that they can also use a silencer.

Machine Guns

These are heavy weapons that have a very high rate of fire and burn through ammo quickly. Their weight and blowback make them somewhat hard to handle, and they are best used in a stationary position such as going prone.

They are effective at mid- to long range. Their best use is shooting from the ground to send a barrage of bullets at the enemies to pin them down or fortify your position.

Assault Rifles

The best all-round weapons in the game, assault rifles are the jack of all trades that can handle just about any situation. It not surprising these are the most popular guns used in the military.

They can fire single shots with great accuracy, and most have a burst mode that can fire lots of rounds to quickly do heavy damage. As you would expect from a rifle, many have excellent range, but they are actually most effective at mid-range.

Sniper Rifles

Sniper rifles are precision guns that rely on accuracy to delivery their package over great distances. You should always fire this type of weapon from the prone position and make every shot count.

t should go without saying, but they are best used at long range and are pretty much useless up close or trying to shoot from the hip.

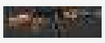
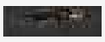
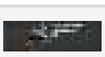
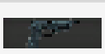
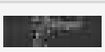
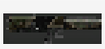
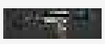
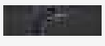
The slow firing rate and small clip size means that a sniper will need support if enemies swarm them. Their slow and steady shots can be lethal if the user has the accuracy to make it count.

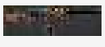
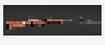
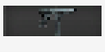
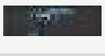
Rocket Launchers

When standard guns just won't get the job done, it's time to switch to rockets! All that power translates to very low ammo, but how many shots do you need from a rocket launcher?

Save the ammo for this gun for when you really need it--like dealing with a tank. However, if you get desperate, it can do wonders on small enemy groups because the rocket can explode on impact and cause splash damage over a wide area. Just make sure your squad is clear of the blast radius when using it.

Weapons Data

Image	Weapons	Price	Weight	Durability	Ammo	Clip Size	Range	Damage	Rate of Fire	Accuracy	Burst Mode
	38 W&S	$720	650 gr	40	.38cal	6	14 m	22	450 RPM	100%	-
	AK 47	$3,980	4.30 kg	120	5.45mm	30	33 m	30	600 RPM	100%	x 3
	AKM	$4,000	3.10 kg	115	7.62mm WP	30	30 m	31	600 RPM	100%	x 3
	AKSU-74	$3,900	2.71 kg	110	5.45mm	30	20 m	30	735 RPM	100%	x 4
	AutoMag	$2,400	1.62 kg	30	7.62mm NA	5	20 m	51	300 RPM	100%	-
	Automatic Rocket Launcher	$22,000	5.30 kg	20	rocket	5	30 m	100	120 RPM	100%	x 5
	Axe	$100	1.80 kg	100	none	0	1.50 m	15	600 RPM	100%	-
	Barracuda	$2,250	1.19 kg	67	.357cal	6	15 m	50	320 RPM	100%	-
	Beretta 92F	$1,910	950 gr	65	9mm	15	23 m	23	650 RPM	100%	-
	Beretta 93R	$1,720	1.17 kg	60	9mm	15	13 m	23	1100 RPM	100%	x 5
	CAWS	$4,050	3.70 kg	80	12 guage	10	16 m	75	600 RPM	88.89%	x 3
	Deagle	$2,120	1.80 kg	55	.357cal	7	13 m	49	360 RPM	100%	-
	Druganoff	$7,500	4.31 kg	120	7.62mm WP	20	80 m	36	80 RPM	100%	-
	Enfield L85	$4,890	3.60kg	70	5.56mm	30	37 m	28	610 RPM	100%	x 5
	Five-seveN	$2,800	590 gr	90	5.70mm	20	23 m	35	600 RPM	100%	-
	G11	$9,600	3.60 kg	60	4.73mm	50	46 m	33	2000 RPM	100%	x 3
	G3A3	$4,050	4.38 kg	110	7.62mm NA	20	31 m	34	500 RPM	100%	x 2
	G41	$4,030	4.10 kg	100	5.56mm	30	38 m	30	850 RPM	100%	x 3
	G82	$3,850	12.90 kg	60	.50cal	11	100 m	68	20 RPM	100%	x 3
	GIS Commando	$3,850	3.00 kg	90	5.56mm	30	25 m	29	780 RPM	100%	x 3
	Johnson M1A1	$2,300	4.90 kg	40	.45cal	30	20m	23	800 RPM	100%	x 4
	K&H 21	$11,000	9.30 kg	100	7.62mm NA	40	53 m	36	800 RPM	100%	x 8
	KH PSG 1	$7,900	8.10 kg	100	7.62mm NA	10	90 m	43	40 RPM	100%	-
	Klock 17	$1,950	620 gr	80	9mm	15	25m	21	650 RPM	100%	-
	Klock 18	$1,780	640 gr	75	9mm	15	15 m	21	900 RPM	100%	X3
	Knife	$300	600 gr	100	none	0	1.50 m	10	600 RPM	100%	-
	LAW	$3,450	3.70 kg	10	rocket	1	100 m	150	60 RPM	100%	-
	M-14	$5,600	5.10 kg	99	7.62mm NA	20	50 m	33	750 RPM	100%	x 2
	M16	$4,830	3.40 kg	45	5.56mm	30	40 m	29	750 RPM	100%	x 3
	M24 SWS	$9,800	5.49 kg	90	7.62mm NA	5	105 m	53	30 RPN	100%	-
	M4 Carbine	$4,100	4.00 kg	65	5.56mm	30	23 m	29	950 RPM	100%	x 4
	M79	$2,950	2.70 kg	20	rocket	1	50 m	150	60 RPM	100%	-

	M870	$2,700	3.20 kg	80	12 guage	7	19 m	85	240 RPM	82.22%	-
	MAC-10	$3,300	2.84 kg	30	.46cal	30	17 m	25	1200 RPM	100%	x 5
	Machete	$100	900 gr	100	none	0	1.50 m	12	600 RPM	100%	-
	Mini-14	$2,900	2.90 kg	50	5.56mm	30	25 m	30	605 RPM	100%	-
	Minimi	$7,000	7.10 kg	90	5.56mm	55	43 m	26	1000 RPM	100%	x 10
	MP53	$3,750	3.08 kg	100	5.56mm	30	24 m	27	800 RPM	100%	x 3
	MP5K	$3,380	2.78 kg	95	9mm	30	19 m	24	900 RPM	100%	x 5
	MP5SD	$3,050	2.80 kg	100	9mm	30	16 m	25	700 RPM	100%	x 5
	NF SCAR-H CQB	$4,510	3.50 kg	80	7.62mm NA	20	27 m	31	600 RPM	100%	x 4
	NF-FAL	$4,900	4.25 kg	85	7.62 mm NA	20	42 m	32	650 RPM	100%	x 3
	NF-Shotgun	$3,000	3.85 kg	75	12 guage	6	24 m	90	240RPM	84.44%	-
	P90	$4,400	2.54 kg	80	5.70mm	50	18 m	27	900 RPM	100%	x 5
	Rocket Launcher (rifle)	$14,300	4.50 kg	15	rocket	5	30 m	100	60 RPM	100%	-
	RPK-74	$9,800	5.49 kg	90	7.62mm NA	5	105 m	53	30 RPM	100%	-
	SAM-AF (FA-MAS)	$4,250	3.70 kg	75	5.56mm	30	23 m	29	1100 RPM	100%	x 3
	SKS	$2,790	3.85 kg	130	7.62mm WP	10	30 m	31	450 RPM	100%	-
	SPAS-15	$2,850	3.90 kg	50	12 guage	7	20 m	60	600 RPM	86.67%	-
	Steyr	$5,150	3.80 kg	70	5.56mm	30	45 m	29	650 RPM	100%	x 4
	TAR 21	$5,060	2.95 kg	65	5.56mm	30	36 m	29	900 RPM	100%	x 5
	Tec9	$2,500	1.23 kg	35	9mm	30	12 m	21	900 RPM	100%	x 6
	Type-85	$2,350	1.90 kg	80	7.62mm	30	15 m	23	800 RPM	100%	x 6
	USP .45	$1,840	785 gr	90	.45cal	7	18 m	33	630 RPM	100%	-
	VSS Vintorez	$4,800	2.60 kg	70	9mm	20	42 m	35	900 RPM	100%	x 2

Weapons and Equipment

Armor

Using cover is the best way to avoid taking damage, but there is really no way to avoid getting shot at some point in the game. Bullets are designed to be deadly, but fortunately there are numerous pieces of armor to help protect your mercs when they get hit.

Armor is your only defense to keep your mercs alive, and it is important to cover them from head to toe and keep an eye on the current state of their armor.

As a general rule, always check your squads' armor after a messy encounter and make sure to upgrade and replace armor whenever you can.

Body Zones

Mercs have four different body zones that can be covered in armor; these include the head, torso, legs, and feet.

For their heads, there are lots of interesting hats, but they offer little protection. Any real solider will have a helmet. Keep an eye out for the helmets with night vision goggles because they are very useful in night ops and only cost a small amount more. Buying the goggles separately is a lot more expensive than getting them with the helmet.

For torsos, mercs can wear a vast assortment of t-shirts, but it’s best to find some type of uniform that offers more protection. In addition to the choice of shirt, you need to pick a vest. This is one of the most important pieces of armor because most damage seems to target the body. Start out with light flak jackets but as soon as you can afford it, upgrade to Kevlar and Spectra vests.

Pants offer decent protection for the mercs' legs, but eventually you want to upgrade to leggings that have twice the protection.

There is not a huge difference in the armor rating for footwear, but in general boots are always better than shoes.

Wear and Tear

Armor, like weapons, has a durability rating. When you first acquire it, it will be brand new and its armor rating is the actual value it has. However, when you take incoming fire, the armor on that part of the body will begin to degrade. Repeated contact will erode the armor's durability and effectiveness.

The durability is shown by the vertical bar next to the item. As it goes to yellow, and eventually red, the armor becomes less effective. Even if you have a Guardian Vest with a 24 armor rating, after numerous direct hits it will start to wear. Its current protection value will be displayed in parentheses next to its original specs.

This current armor rating is what you need to monitor for all body parts. The numbers in parentheses represent the actual protection you have. It is very easy to forget to check this stat and just assume you are protected. After any serious fire fight, check your mercs and make a mental note to replace any armor that has been significantly damaged.

Unlike weapons, armor cannot be repaired. It is best to use it as long as you can and ditch it when it is reduced into the red zone. Upgrade your armor whenever you can, but more importantly replace terribly damaged items because they are equivalent to having nothing at all.

Camouflage

Choosing armor isn't as complex a decision as finding the best gun. For the most part, armor is simply chosen by the amount of protection it offers. However, there is a factor that makes choosing armor more than a simple number crunch.

Each piece of armor has unique camouflage types and ratings. There are four major types: woods, urban, desert, and night. Some have higher values in one category while others have lower values and cover several types of situations. It would be nice to simply swap out your entire squad's camo each time you enter a new terrain, but that is not possible.

The best bet is to pick a focused variety and concentrate on camo that represents the areas where you do most of your difficult fighting. For example, if you like to get in close and sneak around buildings, then urban camo is a good choice. However, if you have a squad with night ops, the clear move is to go with night camo.

One other approach is to get a decent variety of camo for the entire squad and rearrange the armor to give your most stealthy merc a complete set of camo that matches their environment. This will give that merc the best chance to remain unseen and get into an excellent offensive position.

Head Gear

Beret (blue)
Beret (white)
Bandana (urban)
Bandana (jungle)
Bandana (night)
Bandana (desert)
Military cap (5% desert/urban/woods)
Military cap (25% urban)
Military cap (10% woods/desert)
Military cap (10% woods/urban)
Military cap (night)
Cap (green)
Woolen cap (brown)

Woolen cap (gray)
Bucket hat (gray)
Bucket hat (urban)
Bucket hat (desert)
Bucket hat (Arulco)
Boonie hat (beige)
Boonie hat (woods)
Boonie hat (desert)
Boonie hat (green)
Boonie hat (white)
Beret (red)
Bearskin hat (brown)
Steel helmet
Kevlar helmet (urban)
Kevlar helmet (desert)
Kevlar helmet (5% des/urb/woods)
Kevlar helmet + goggles (desert)
Kevlar helmet + goggles (night)
Kevlar helmet + goggles (jungle)
Kevlar helmet + goggles (5% des/urb/woods)
Kevlar helmet + goggles (10%urban/woods)
Kevlar helmet + goggles (10%urban/desert)
Kevlar nightvision helmet (25%night)
Kevlar nightvision helmet (urban)
Kevlar nightvision helmet (Arulco)

Face Gear

Glasses
Superior Sunglasses
Protective Glasses
Sunglasses
Gassmask

Chest Gear

T-shirt (lucha verde)
T-shirt (eagle)
T-shirt (MaximumMetal)
T-shirt (Biggy)
T-shirt (Black Cat)
T-shirt (Snake Dagger)
Coat (15% desert)
Unifom (brown)
Uniform (green)
Uniform (gray)
Uniform (night)
Uniform (urban)
Uniform (woods)
Uniform (10% woods/desert)
Uniform(10% night,5%urban/woods)
Uniform (10% desert/urban)
T-shirt (black)

Armor

Flak Jacket MKII
Spectra Vest
Kevlar Vest

Guardian Vest

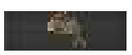
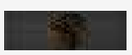
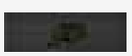
Boots

Cowboy Boots
The Academic
Coreplayer
Military Boots (black)
Military Boots (brown)

Leg Gear

Kevlar Pants (night)
Kevlar Pants (10% woods)
Kevlar Pants (10%night, 5% urban/woods)
Kevlar Pants (white)
Spectra Leggins (urban)
Spectra Leggins (5% urban/wood/desert)
Spectra Leggins (15% desert)
Spectra Leggins (10% woods)
Kevlar Pants (25% urban)
Spectra Leggins (10% urban)
Spectra Leggins (white)
Spectra Leggins (10%desert/woods/urban)
Spectra Leggins (5%desert/woods)
Spectra Leggins (10%desert/urban)
Spectra Leggins (10%night, 5% urban/woods)
Spectra Leggins (4urban,3woods,2night)
Jeans (blue)

Head Gear

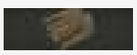
Image	Item	Description	Price	Weight	Armor	Durabilty
	Bandana	A bandana wound around the head to keep hair and sweat where it should be during combat: Not in your eyes.	$10	95 gr	0	10
	Bearskin hat	Another warming invention from Russia besides Vodka.	$200	95 gr	1	10
	Beret	A beret. In various colors. Enough said.	$190	90 gr	2	10
	Boonie hat	The hat of the patient. Fishermen, hunters and snipers rely on the disguising nature of the boonie hat.	$190	120 gr	2	10
	Bucket hat	A hat American tourists and their enemies like to wear when things start getting sunny.	$150	100 gr	2	10
	Cap	A gray sun-blocking cap, used by soldiers, gangsters and baseball players.	$15	95 gr	1	10
	Kevlar helmet	The latest craze in head protection is made of minimum weight/maximum efficiency- Kevlar compounds and comes in a variety of camouflage flavors, to fit every combatant's needs.	$3,150	1.65 kg	17	10

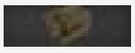
	Kevlar helmet + goggles	The latest craze in head protection is made of minimum weight/maximum efficiency- Kevlar compounds and camouflage patterns. This one also adds protective goggles for a clean sight.	$3,400	1.85 kg	17	10
	Kevlar nightvision helmet	The latest craze in head protection is made of minimum weight/maximum efficiency- Kevlar compounds and camouflage patterns. This one also adds nightvision goggles for a superior sight under all circumstances. For example darkness.	$3,650	2.15 kg	17	10
	Military cap	A sun-blocking night camouflage cap, used by soldiers, gangsters and baseball players.	$15	95 gr	1	10
	Steel helmet	From grandpa to grandchildren – everybody loves the durability and the timeless design of an untreated steel helmet.	$2,700	2.25 kg	15	10
	Woolen cap	The friend of every cold forehead and receding hairline.	$20	95 gr	1	10

Face Gear

Image	Item	Description	Price	Weight	Armor	Durabilty
	Gasmask	Mask to be put on over the face to protect the wearer from inhaling "airborne pollutants" and toxic gases, like dichloroethyl sulphide, flatulences, or any other toxic gases.	$450	300 gr	2	10
	Glasses	For anyone in need of sharper vision and a nerdy look, you can’t go past these correction lenses in a decent black/brown frame.	$5	25 gr	0	10
	Night vision Goggles	Night Vision enhancing goggles, ideal for infiltration or surveillance tasks. At night of course.	$1,250	500 gr	1	10
	Protective Glasses	Wanna go to combat, or skiing? Doesn't matter with these protective glasses used by the military.	$110	200 gr	0	10
	Sunglasses	Shoot outs in high noon – no problem. These sunglasses increase vision in daylight but decrease it at night, though they look cool in both situations.	$110	50 gr	0	10
	Superior Sunglasses	Ever wanted to have the look and the vision of a 70s highway cop? Remember to put it down at nighttime.	$10	50 gr	0	10

Chest Gear

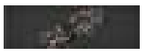
Image	Item	Description	Price	Weight	Armor	Durabilty
	Coat	A durable coat for every profession, protecting 70% of the human body.	$100	2.15 kg	1	10
	Military dress-shirt	Long-sleeved shirt, hiding scars and tattoos under well-sewed fair-trade cotton. It comes in a differnt camouflage patterns and is adequate in household and combat situations.	$80	200 gr	1	10

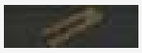
	Military t-shirt	Short-sleeved shirt for hot summer days, or dirty fistfights. It comes in a various camouflage patterns and is shipped with two spare buttons.	$25	100 gr	1	10
	Motorcycle Jacket	Tough, tougher, a motorcycle jacket. This leather build will keep you safe on the battlefield, or grinding down a highway at 60 mph.	$350	3.15 kg	3	10
	T-shirt	Cotton t-shirt is the world's most worn piece of clothing. Tight fit and numerous styles.	$35	100 gr	1	10
	Uniform	The general of military clothing is the uniform. It adds functional leather gear to a durable denim, which is only penetrable by bullets or blades. It never keeps up with fashion and comes in a functional camouflage patterns.	$120	500 fr	2	10

Body Armor

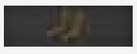
Image	Item	Description	Price	Weight	Armor	Durabilty
	Flak Jacket	Olive-green flag jacket with additional combat gear. Wearable over any outerwear from uniform to the bare chest. It protects from shrapnel and other indirect low velocity projectiles, like flying debris and beer cans.	$1,600	3.10 kg	8	10
	Flak Jacket MKII	Olive-green flag jacket with additional combat gear. Wearable over any outerwear from uniform to the bare chest Provides exrta protects compared to the standard issue flack jacket.	$2,400	3.10 kg	12	10
	Guardian Vest	This high quality ballistic vest is manufactured from 36 piles of Kevlar by Guardian Armories, Inc.	$4,800	4.80 kg	24	10
	Kevlar Vest	Gray Kevlar vest with additional combat gear. Wearable over any outerwear from uniform to the bare chest. It helps absorb the impact from firearm-fired projectiles. Look out for headshots!	$3,200	3.10 kg	16	10
	Light Flak Jacket	The Armorshield ultra-light flak jacket is a highly protective sleeveless vest with a neck protector and pelvic plate. Its Velcro fasteners are concealed on the sides.	$800	3.10 kg	4	10
	Spectra Vest	This vest is made of Spectra Shield, an ultra high-performance ballistic sheet that dramatically reduces blunt trauma from multiple hits and angled shots.	$4,000	3.10 kg	20	10

Leg Gear

Image	Item	Description	Price	Weight	Armor	Durabilty
	Jeans	A pair of jeans. Blue denim and tight fit in the bottom area.	$150	1 kg	1	10
	Kevlar Pants	The ballistic panels on these leggings are made from 28 piles of protective Kevlar.	$1,250	2.40 kg	6	10
	Spectra Leggings	Spectra pants with knee protection are the superior trousers when it comes to taking cover, grinding on your knees, or praying. These come in a many camouflage patterns.	$2,100	3.90 kg	12	10

	Trousers	Convenient, white pair of trousers, for everyday usage. Be it the daily work, going for a walk, or the ambush on enemy units - with these pants you'll always be dressed for the part.	$120	800 gr	1	10

Foot Gear

Image	Item	Description	Price	Weight	Armor	Durabilty
	Cowboy Boots	Be it on horseback, or on an opponent’s face, a pair of these boots shows attitude and gives off a good breeze of self-righteousness. Black color	$350	1 kg	3	10
	Military Boots	The toughest shoes for the toughest purpose. If war had feet, it would wear these extraordinary boots. Brown color	$300	1.25 kg	6	10
	Shoes (vary slightly in weight and price)	Buck Gaylor Wall Mars, The Academic, Coreplayer, Casuals	$100-$450	200-400 gr	2	10

Weapons and Equipment

Attatchments

There are only five attachments in the game, but don't let the small number allow you to think they are insignificant. These physically small pieces of equipment are some of the most crucial gear in the game.

Silencer

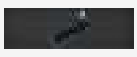
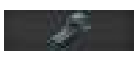
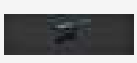
The silencer works with handguns and sub-machine guns. This is an essential piece of equipment for any merc trying to make stealthy kills. The importance of this little cylinder is that it allows your mercs to silently remove enemies without alerting their comrades.

It's not practical to try to tackle every situation with a silenced gun, but it can be a very important tactic to remove stubborn enemies and allow you a better position on the battlefield.

Sights

Sights give a 10 to 35 accuracy bonus. Each has its use, such as the 12x telescopic sight for a sniper rifle, but they can all improve the accuracy of you weapons. Accuracy is what kills on the battlefield, making these are a huge asset for all your mercs. The prices seem high at first, but when you start making some cash these are one of the best investments you can make.

Unlike guns, sights don't have a durability rating and do not wear out. Also, they are easily detachable and can be swapped among mercs and squads. The price difference is relatively small between the various models, so don't bother with a lower end sight. Once you have a decent amount of cash reserves buy the best sight for each weapon your squad uses.

Image	Attachments	Description	Price	Weight	Bonus
	Silencer	The light, compact design of this silencer can be fitted easily to most handguns and sub-machine guns.	$650	250 gr	Stealth + 90
	Reflex Sight	A reflector or reflex sight is a generally non-magnifying optical device that allows the user to look through a partially reflecting glass element and see a cross hair or other projected image superimposed on the field of view	$2,400	240 gr	Accuracy +10
	Holographic Sight	Unlike reflector sights, the holographic weapon sight does not use a reflected reticle system. Instead, a representative reticle is recorded in three-dimensional space onto holographic film that is part of the optical viewing window.	$2,800	240 gr	Accuracy +15
	4x Telescopic Sight	A reflector or reflex sight is a generally non-magnifying optical device that allows the user to look through a partially reflecting glass element and see a cross hair or other projected image superimposed on the field of view.	$3,100	120 gr	Accuracy +25
	12x Telescopic Sight	This scope that can be attached to most rifles, significantly improves targeting with its accurate windage adjustment, range-finder precision scale, and its coated optics.	$3,900	450 gr	Accuracy +35

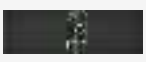
Weapons and Equipment

Grenades

When you need a little crowd control or if you encounter a tight cluster of enemies, grenades can be the most effective weapon of choice.

They are equipped in the quick use slot, and the distance and accuracy of these projectiles rely on a merc's strength and skills.

There are four types of grenades in *Jagged Alliance: Back in Action* . Although some are similar in nature, each type has different functionality and different uses.

Grenades	Image	Description	Price	Weight	Efficiency	Range
Gas Grenade		This grenade releases tactical dispersion gas that reeks havoc on exposed eyes and skin.	$170	450 gr	80	8 m
Smoke Grenade		Now they see you, now they don't. When properly employed, this smoke grenade will leave your opposition thinking they're dealing with Houdini himself.	$180	450 gr	0	8 m
Frag Grenade		This standard army issued fragmentation grenade is packed with TNT and has a pull-ring, pressure-released firing trigger	$180	450 gr	100	6 m
Stun Grenade		This grenade creates a massive vacuum that deprives the surrounding impact area of oxygen as waves of air rush back into its core.	$180	450 gr	0	6 m

Frag Grenades

Frag grenades are the most damaging grenades and are excellent for hitting multiple enemies. They explode shortly after being thrown and damage anyone in a wide area around the projectile.

They are best used to wipe out stubborn enemies behind cover or anytime you can't get a clear line of sight on a tough foe. Most enemies will scramble from these deadly explosives, but even that is a bonus because it can be used to flush out foes from behind cover.

Try to use suppressive fire from one merc while another tosses a frag grenade in their general direction. If they run, you get a few free shots in their back and, if not…boom.

Smoke Grenades

Smoke grenades are basically defensive grenades that create a dense wall of smoke to obscure the enemy's vision and line of sight.

They can be very useful if you want to sneak past enemies without being spotted or giving them a good chance to shoot you.

Smoke grenades also can be used if you are planning a retreat and want to cover your squad when they disengage from combat.

Stun/Flash Grenades

Although this projectile doesn't have the explosive and damaging effect of a frag grenade, it can be just as deadly.

Both types perform the same function, which is that they temporarily stun anyone in their vicinity. This includes your squad as well the enemies, so make sure your mercs are out of the area of effect before you use the grenades.

They are great for indoor combat when tossed into a room full of enemies, but they can be used anytime to stun the opposition and prevent return fire.

Gas Grenades

Like the smoke grenade, this projectile also creates a thick cloud of smoke. However, the gas emanating from this grenade is toxic.

Its noxious fumes will incapacitate any enemies who don't get clear of the gas range quick enough. They can be used anywhere, but they really excel in close quarters, such as inside buildings.

Weapons and Equipment

Ammunition

There are 13 different types of ammo in Jagged Alliance: Back in Action. It might be easy to assume that the higher the caliber of ammo in each class, the more damaging it is, but that is not always true.

In fact, the ammo itself has a lot more to do with its ability than its physical size. So it's important when switching weapons to not simply look at the damage of the gun but the type of ammo it holds.

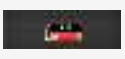
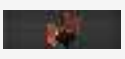
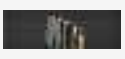
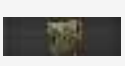
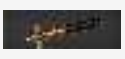
Each type of bullet has its own special properties, but the game simplifies these properties by assigning them all armor-piercing values.

Check all the ammo and its armor piercing percentage to get an idea of the impact it will have on the battlefield. The other important factor to notice about ammo is how many rounds the magazine holds.

The type of gun and the ammo it uses are important when you are deciding which gun to use. For example, .357 Magnum ammo has an impressive armor-piercing value of 2,505.

However, it comes in 12 magazine rounds and the guns that fire it, like the Desert Eagle, have very short range and a clip size of 7.

Ammunition Types

Image	Ammunition	Description	Price	Weight	Magazine size	Armor Piercing %
	.38 Special	This 6-round speed loader of .38 Special ball ammunition offers average damage and penetration abilities by combining the features of both hollow point and armor piercing ammo.	$20	162 gr	18	62
	.45 ACP	This 10-round magazine contains .45 Automatic Colt pistol ammunition. The standard .45ACP round creates wound channels that are comparable to those generated by 9mm and .38 hollow point rounds.	$30	120gr	10	83
	9mm Parabellum	This magazine holds 15 rounds of 9mm ball ammunition. Although small, this ammo travels at rather high velocities, making it the preferred sidearm round to many military and law enforcement personnel.	$40	150 gr	15	58
	12 Gauge	This 12 gauge magazine holds 14 rounds of "00" SSG ammunition. Favored by law enforcement personnel, it is very effective in urban firefights against unarmored opponents.	$46	252 gr	14	55
	.357 Magnum	his magazine holds 12 rounds of .357 Magnum standard ball ammunition. Its power leaves little question about its superiority as a combat handgun round.	$50	99 gr	9	250
	7.62mm Nato	This mag contains 20 rounds of NATO standard 7.62mm AP ammo. This round has gained favorable attention from armed forces worldwide due to its ability to penetrate a steel helmet at extreme ranges.	$75	340 gr	20	142
	5,56x45mm NATO	These 30 rounds of NATO standard light armor piercing ammunition have the ability to tumble within its target to create a much larger wound than what is normally expected from such a small bullet.	$90	360 gr	30	100
	7.62mm WP	These 30 rounds of Warsaw Pact issued 7.62mm anti-personnel AP ammo tend to maintain their shape on impact. Shape retention may increase its ability to defeat light body armor but it also reduces injury severity.	$90	450 gr	30	125
	5.45x39mm	This 30-round magazine holds 5.45 light armor piercing anti-personnel ammo. Its metal jacketing not only improves its ability to punch through walls, but it can tear through multiple bodies as well.	$96	390 gr	30	100
	.50 BMG	This ammunition was originally developed for the Browning Machine Gun. Nowadays it is also used in anti-material sniper rifles like the M82.	$120	120 gr	5	400
	4.73x33mm caseless	This 50-round magazine contains 4.73mm caseless ammunition. This round possesses wound and range capabilities that are comparable to the 5.56mm NATO round, but is 40 per cent lighter.	$240	700 gr	50	166
	66mm Missile	If the Four Horsemen carried pieces, this would be their ammo of choice. These highly explosive rockets could deliver Armageddon faster than any rock from space.	$240	1.10 kg	1	100
	5.7x28mm	his magazine contains 50 rounds of 5.7mm ammunition. This polymer pistol round performs remarkably well against both armored and unarmored opponents.	$280	800 gr	50	200